

# RAWFlash: A cloud based RAW image editor

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## *Abstract —*

**Context/Background** RAW images are used by photographers to improve the quality of their images, specifically when editing. With JPEG files, the loss of data from compression leads to poorer quality edits, while using RAW results in a higher dynamic range. The editing of these files is traditionally done on a high-spec machine, capable of processing images with large resolutions. In the field, this can be difficult. When used for websites, the standard process involves editing a RAW file locally and exporting it, uploading the exported image to a Content Management System (CMS). Here, the CMS will then edit the file again, resizing the image to ensure it displays properly on the browser.

**Aims** The aim of this project was to test the feasibility of a Cloud-based RAW image editor, both by providing a RAW rendering service, and interfacing with this service through a GUI.

**Method** The render server was implemented, taking a JSON object, and processing images according to a defined JSON object. A client side GUI was also implemented to interface with the RAW rendering service.

**Results** Utilising a sample RAW image, output from various different RAW editors was analysed and compared to our system, to determine the image quality of our system, when editing. Functionality of our system was also tested using boundary conditions and test cases, to ensure the system was functioning correctly. Furthermore, statistics on the processing times of different RAW editors were analysed, to analyse the performance of our system for standard human-based RAW image editing.

**Conclusions** Cloud-based RAW image editing is appropriate for service-based RAW image rendering, where time is not a major constraint. For use as a RAW processor in an existing system, our image editor is ideal, where the latency of rendering an image isn't a major concern. For human-based RAW image editing, our system isn't as suitable due to the time delay, although editing is still possible, but more difficult to achieve.

**Keywords —** RAW image editing, dcrw, cloud image editing, docker, image processing

## I INTRODUCTION

The project itself concerns itself with editing RAW files through a system deployable to the cloud so that it can both be used by people editing photos, as well as by extension by other systems. While RAW editing isn't new, the creation of a system to edit RAW files would give users more control in content management, and produce better quality images.

### A RAW Files Explained

RAW isn't a file format in itself, but rather an umbrella term many different (mostly proprietary) formats that store the raw camera sensor data. The methods used to store this information is quite often different, making the process of reading RAW image formats more difficult.

When an image is captured, the camera sensor uses charge buildup to represent the amount of light that is incident on the sensor (using a phenomenon known as the photoelectric effect). Colour data itself isn't stored at all in the RAW image. Colour is achieved by putting a filter over the sensor, such that each individual part of the sensor captures only red, green or blue light, which then allows one to build up a full colour image. The process of creating a full colour image from the camera sensor is called demosaicing. (?)

There are several different steps to decoding RAW images, in addition to demosaicing which was explained above. These are:

**Gamma Correction** Cameras typically represent colour changes linearly, with a gamma of 1.0. By adjusting gamma, the tonal response of the image can be adjusted, to help produce a desired appearance.

**Sharpening/Noise Reduction** Sometimes, noise can creep into the image, particularly if the image itself is shot with large ISO levels (ISO is a sensitivity setting that can be set when taking a photo, to allow the camera sensor to be more sensitive to light. This can be corrected during the editing process.

Also, sometimes edges might need to be enhanced to bring out the detail in the image. This can again be used for stylistic purposes, but this is ultimately the decision of the image editor.

### **A.1 Comparison to JPEG**

JPEG, a common format in the consumer photography market, often has smaller files due to JPEG compression. While this can be good to minimize the amount of memory used, the lossy compression is problematic as adjusting tone and colour information as JPEG heavily compresses colours (so minor adjustments in colour will appear as the same colour in JPEG). When shooting an image with JPEG, the camera uses a built-in RAW processor to automatically process the RAW data, perhaps using some settings that can be adjusted in the camera, and compresses the image down into a JPEG format.

On the other hand, RAW allows one to have far more control over the final image, by adjusting various settings with a far greater freedom and by using the camera's built in processing.

(?)

## ***B Applications of RAW Image Editing***

### **B.1 Content Management**

When using Content Management Systems (CMS) with websites, some element of image processing is usually carried out.

When working with better quality RAW images, usually these RAW files are edited locally, exported in some format, and then uploaded to the Content Management System. From here, this exported image is then processed and various images are produced, typically with different sizes and sometimes different focal points (with the image cropped around certain objects/locations).

However, a RAW based image editor would allow one to make this process more concise by uploading the RAW file, editing it from within the Content Management System, and using the RAW file and defined operations (along with the size instructions supplied from the various templates/webpages) to produce individual images for each page on the website. This removes the need for purchasing expensive RAW editing software, allowing the user to focus on creating excellent content, rather than spending time producing outstanding images with potentially complex software.

## ***C Problems with Current Implementations***

Most current implementations exist as native applications, designed specifically for one or several different platforms. With this, a specific machine shall have the program installed, and shall contain all

the features from managing files, to rendering images, to displaying the output to the user as required.

However, larger images can require a larger amount of resources to render properly, and furthermore if one intends on editing RAW images on the go, transporting a larger machine isn't convenient. Furthermore, the RAW editing software might not necessarily be available on the platform that is nearest to the user.

Instead of this approach, this project is taking an approach of having a Cloud system that can render images, which can scale if necessary by adding more servers, so whatever client device is used, raw images can be edited providing the user has an internet connection (which with the recent presence of 3G and 4G, they are likely to have).

Furthermore, due to the proprietary nature of most RAW processing applications, using them as a component in another system becomes very difficult, and by creating a system that can be controlled by other external systems can provide RAW image editing as a service.

## ***D Project Objectives***

The project objectives can be expressed as Minimum, Intermediate and Advanced Objectives

### **Minimum Objectives**

- Exposure adjustment
- Noise reduction methods (Gaussian, mean)
- Web Interface interacting with an image processing server
- Non-destructive image adjustment (i.e. no reduction in quality over time)

### **Intermediate Objectives**

- Load DNG RAW files by upload
- White Balance Adjustment
- Gamma Correction
- Modern, user friendly User Experience
- Exporting to other formats

### **Advanced Objectives**

- Addressing potential scalability issues
- Haze removal
- Image Sharpening

## II RELATED WORK

Research into a Cloud-based solution for image processing isn't new. (?) outlined a prototype system for editing standard images through web services. However, for greater image quality, RAW files are typically used over standard images, and with these files come larger file sizes, no compression, and various extra steps in the image processing pipeline, such as demosaicing. In order to do this, while the basic architecture in ?'s work is sound, it isn't designed to be used through a web browser, so the User interface layer will need to be modified, and our services implementation layer will also need to be heavily changed to deal with RAW images, their editing, and the output image.

This section outlines the various changes needed, from the changes needed to parse RAW files, to existing RAW image editors.

### A *RAW files, and parsing*

As explained in the introduction, there are many different types of proprietary RAW file formats, such as Canon's CRW and CR2, and Nikon's NEF among others. Each of these formats stores similar information, but in a different way.

Adobe created and made public their standard RAW file format called DNG. It is defined as "a non-proprietary file format for storing camera raw files that can be used by a wide range of hardware and software vendors" by Adobe in the specification. (?)

### B *Existing Solutions*

**Adobe Lightroom** Adobe Lightroom is a native and proprietary tool, developed by Adobe, for editing images, both RAW images, and otherwise. RAW processing in Lightroom is done by Adobe Camera RAW (as Lightroom builds on this useful tool). (?) Adobe also provide a DNG converter, that converts RAW files from supported cameras, to their DNG standard, for editing. As DNG is an published specification, files in this format are more likely to be supported when compared to the camera proprietary formats. However, the software itself is only available for Windows and MacOS.(?) While this isn't necessarily always a problem, for the creation of a portable system this could be problematic, as other operating systems such as Linux are growing in the Enterprise market, representing 20.7 percent of all server revenue, with Windows accounting for 50.2 percent (?). Furthermore, Windows deployments on Cloud systems such as Amazon Web Services require payment of licenses to Microsoft, which provide extra costs. The construction of a multi-platform system is more suitable, not relying on single OS applications, that are proprietary to some degree.

**RawTherapee** RawTherapee is an open source native RAW image editor, which relies on a patched version of dcrw to parse RAW file formats. Their implementation is cross platform, and released under the GNU GPLv3 license. As a native editor, the user interface is provided locally through the QT framework. The use of dcrw is quite interesting, as it follows the open source license of RawTherapee. (?) It also provides non-destructive image editing, which is what we would like to achieve.

**Darktable** Darktable is another open source RAW editor. It is also cross platform, running on Linux, Mac, Windows, BSD and Solaris. While some components of dcrw are present in the application (namely the denoising performed for RAW being ported), the application is based on the rawspeed library. Darktable switched from using dcrw and libraw to using their own RAW library called Rawspeed. Their library loads RAW images for later processing on floating point values, to improve quality. (?)

**dcraw** DCRAW is the tool used by RawTherapee to process RAW images, and also previously used by Darktable. Unlike the above options, it is a single portable executable that's controllable through the command line. It is portable, using on C standard libraries, and therefore doesn't require any extra build steps to use dependencies. The creator doesn't release dcraw as a library directly, as command line applications cannot use global variables, so an executable is more ideal. The recommendation by the creator is to run it as a separate process, to make it modular. Other users have also used the C file as the basis for their own custom RAW processing engines, such as RawTherapee, among others. (?)

**libraw** Libraw is based on dcraw, but rather than supplying the interface as an executable, it provides the interface as a C++ and C library. It also extends dcraw by fixing bugs and removing some drawbacks such as dealing with EXIF data. (?).

### III SOLUTION

#### A RAW Processor

One key problem is the processing of RAW images. While there are several options out there, LibRaw and Dcraw seem the most popular ones, as they have both been heavily used in production. Libraw is just a library based version of dcraw, for C++. While this might seem like the most optimum solution, the documentation available for libraw is minimal, and integrating it into various C++ build systems is tricky. Furthermore, for our application, using a low level language such as C/C++ directly, for interfacing with the web is not ideal, as potential security issues can arise from interfacing with the metal. Furthermore, linking C++ directly to the web systems might become tricky, and the lack of a dependency management system that works for every dependency means that ensuring the system is portable, and can be built automatically on multiple different systems is not as easy to implement.

As dcraw is just an executable, a wrapper around the command line executable can be written, to deal with the first stage of RAW rendering. Therefore, a simple library for interfacing with dcraw was created for Java, and open sourced. (?). This way, rather than manually specifying the arguments for the executable, the images can simply be edited by supplying instruction operations (in the form of Java Objects). The output of the library will be a TIFF file, rather than the default PPM file. This is done as TIFF is a file that can be directly read by Java (with the use of external tools). To read TIFF, the TwelveMonkeys extension (?) was utilised, to read and write TIFF, meaning the uncompress TIFF can be read from dcraw, and then processed further using custom image processing commands.

#### B Client-Server Communication Protocol

In order to communicate between the client side interface (where the user provides inputs and instructions for rendering images) to the server side (the entrance of the rendering system, which manages jobs), we need a method for transmitting the correct information in an appropriate manner.

##### B.1 Communication Methods

**Representational State Transfer (REST)** The REST method uses URL routes to send/retrieve information, using HTTP methods such as GET, POST, PUT, DELETE.

The solution would be to send a job, and keep sending requests to determine the status of the job, through a method known as polling. When the user sends a request, a *202 Accepted* response should be sent, indicating that the job has been accepted, along with a web resource URL to be used to fetch the outcome of the job. This resource URL would return an estimated time until completion, when queried, while the job was being, or waiting to be processed, or would send the result of the job, if the job was completed. This conforms to the HTTP/1.1 protocol. (?)

**Web Socket** Web Socket is a new technology that allows easy two-way communication between client and server, rather like how sockets work within normal network programming. The client would send a message to the server with the required render instructions, and when the job is complete, the server would return the result to the user. Listeners on both sides wait for messages to be received, and process the messages in the appropriate manner. (?) This lends itself quite well to our method, as with the user constantly changing settings and requesting a render (to view the preview), and repeating the process as settings are adjusted, two way communication seems far more appropriate for this application.

However, Web Socket does have downsides. As a fairly new technology, it's not universally supported, and only modern browsers support the protocol, and potentially some firewalls might block ports required, and some hosting providers might not support it either. Therefore, while websocket is ideal, compatibility might be a problem. As shown in (?), Internet Explorer, Opera, and Safari don't have much support aside from early versions of the specification (RFC 6455). Other browsers do have increased support, such as Firefox and Chrome. Depending on the browser, support will vary.

**Socket.IO** Socket.io itself isn't really a protocol, but an implementation of both REST and Websocket, designed for event driven applications. Where websocket is supported, it is used, but where websocket isn't supported, the system falls back to REST to transmit and receive data through polling. Implementation wise, the system is built in an event driven way, with message handlers being written, and the framework deals with the edge cases with compatibility. (?)

However, a problem arises with this, as this is only fully supported in a limited number of languages, namely JavaScript (both client and server side), and unofficial support is available for Java. Therefore, JavaScript shall be used for the client side (which is really the only option anyway), and Java for the server side, due to the Image library provided.

Futhermore, the added benefit is one of state: in the event the server goes down temporarily, providing the session is still open (i.e. the user hasn't closed their browser window), the system will reconnect when the server comes back online. Providing we implement some stateless system (where all the data needed is provided within the request), then this will help improve the reliability of our system, not requiring users to repeatedly restart their session if some error occurs in the dispatcher.

Unlike REST, and much like websocket, we have the added complexity of identifying users, so that data is sent back to the correct user. This can easily be done by finding a client unique ID, and sending a message to the connection with that ID. This is an additional piece of information that needs to be included in the request between the dispatcher and the render server (to ensure that when the response is received, the response itself is forwarded to the correct person).

Therefore, this is the solution I've decided to use.

## ***C Rendering Server Structure***

The final structure of the render server can be seen in Figure C.

When designing this section, several different structural methods were considered. Initially, a local cache wasn't implemented, but this was added to improve performance (as discussed in Part E).

Initially, the aim was just to have one single monolithic structure to the image processing, with the same structure dealing with the entire process, from reading in RAW to returning the result. However, the decision was taken to implement these seperately, as it would allow for the ability to swap the RAW processor used. This could be useful if for example support is dropped for ddraw, or if a better RAW processing library is created (perhaps one that doesn't require file writes). The DCRAW Manager therefore deals with the Ddraw processing, by interfacing with the custom JDCRAW library that was created (but open sourced as a separate module). The creation of this module further abstracts DCRAW from our system.

The entire image editing process however is managed by one class, the Operation Manager. This is responsible for taking the user specified instructions and passing them to all the possible processors

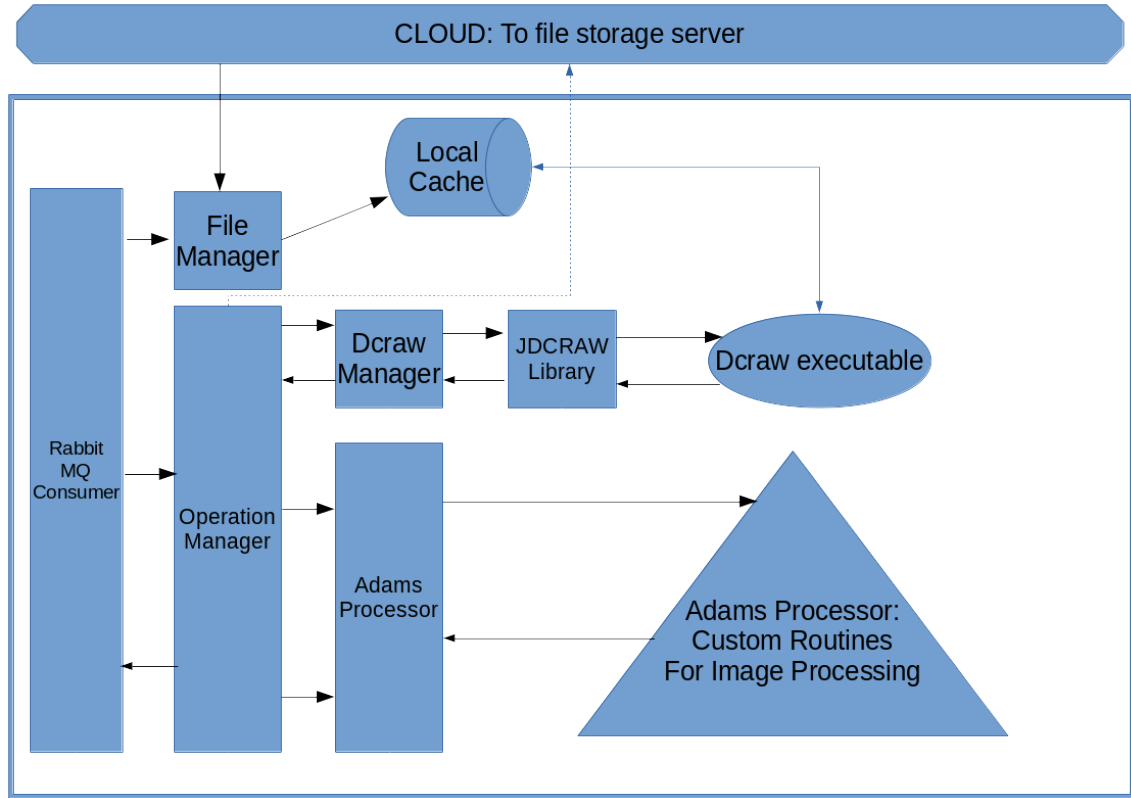


Figure 1: The structure of the render server. The local cache is simply stored on the server local filesystem, while the RabbitMQ Consumer takes requests from the message queue and processes them, returning the result.

(currently only DCRAW and Adams are implemented, but potentially many more processors could easily be added, perhaps using class loading in the future).

More detail about the Adams Processor, which is the name for all the custom image processing implementation can be found in Part D.

## D Adams Processor

### D.1 Gamma Correction

The process of gamma correction involves taking the RAW image, which by default has a linear tone curve (gamma of 1.0), and mapping the colours to a different tone curve.

The function  $f$  is used as a transformation from the image, to the gamma correction image.  $f$  is defined as:

$$f(\gamma, v) = 255 \cdot \left(\frac{v}{255}\right)^\gamma$$

In the above definition,  $v$  is the brightness value of one cell of the image, where  $0 \leq v \leq 255$ .

On the implementation level, the best approach is to use a Lookup Table, with an input of the RAW image components (in our case, Red, Green and Blue), and an output of the adjusted component values in accordance with the gamma correction function. The benefit of using a lookup table, rather than calculating the gamma value for every single possible value, is that one doesn't need to calculate the same piece of data more than once (as bright regions, or dark regions might potentially have the same input values).

## D.2 Noise Reduction

Within an image, noise can be introduced by various means, including excessive ISO settings. Therefore are several different types of noise, including Amplifier Noise, Salt-and-pepper noise, Shot noise, Quantization noise, on-isotropic noise, speckle noise and periodic noise. (?)

**Amplifier Noise** This noise typically occurs with different sensitivities for different channels (e.g. red, green and blue detectors have different sensitivities). (?) This can be removed by applying a Gaussian Blur. (?)

**Salt-and-Pepper Noise** This noise is random noise, where random pixels might differ greatly from their neighbours. This noise can be caused by dead pixels on the camera sensor. (?)

## D.3 Unsharp Image Adjustment

Unsharp Image Adjustment (masking), is one way of sharpening images.

Given an input 2D image  $I(x,y)$ , applying a Gaussian Blur to this image will yield another image  $I_{smoothed}(x,y)$ . By doing a simple calculation, we can calculate the value of the mask  $g(x,y)$ . The parameters of Gaussian kernel size and sigma can be used as additional parameters.

$$g(x,y) = I(x,y) - I_{smoothed}(x,y)$$

By using this, one can then sharpen the image by using the output of this:

$$I_{sharpened} = I(x,y) + \lambda \cdot g(x,y)$$

Here,  $\lambda$  is defined as the amount in the Unsharp filter.

(?)

When using the RGB colour space, with Unsharp on each individual channel, the colours can appear warped, so using the HSL colour space instead can reduce this, and also reduce the computation. This is because only the luminance channel needs to be modified, rather than all three channels. However, one key problem is that the process can yield values of luminance (L) that exceed the  $0 \leq L \leq 100$  range in the colour space. Furthermore, if this step isn't carried out, clipping can occur, which yields an overall loss of image data, something that isn't desired in a RAW editor.

This problem can be solved by normalizing the image, by a process called contrast stretching. The max and minimum luminance values are found across the entire modified image, and these are used to scale the luminance values. Using standard Contrast Stretching does work, but at times tonal curves can look weird. By manually applying gamma though, this problem can be solved.

One major problem regarding the Gaussian filter is that the user can potentially choose a large Kernel size, which results in increasingly lengthy periods to process. The alternative is to associate the SIGMA value of the Gaussian with the radius, detailing the standard deviation (spread) of the Gaussian over a fixed kernel. The Mean blur filter remains as before (though this feature is disabled through the web interface, as Gaussian is primarily used).

One problem encountered in implementing this was lack of HSL support built into Java. Instead, an implementation of an HSLColour converter, was used, as document in (?)



#### **D.4 White Balance Adjustment**

Each colour image is made up of a variety of individual images, which are placed together to produce the colour images. These are the Red, Green and Blue masks.

When one adjusts colours, our aim is to mix these three images together with a variety of different amounts, so that the overall image produced blends them together to create white (rather than an orange). The white balance control here can be adjusted further to tint the entire image.

In order to do this, we can simply scale the components of the internal camera RGB model, which can be done by adjusting the coefficients of these channels, which create a final colour image. In (?), ? found that less distortion of colours was produced when using the camera RGB representation rather than monitor based RGB, as we are using the RAW format, we can store the camera representation, therefore producing less distorted colours as a result.

#### ***E Improving performance of fetching RAW files***

One of the biggest sources of delay in our system is the necessity to obtain RAW files. The user provides a URL pointing to the RAW file in their render request, and then the system downloads the file from that URL to use as the RAW file. Doing this for the same image constantly is very time consuming, and as the user will likely be making many edits on the same RAW file, many downloads will be needed.

Therefore, implementing some form of caching is needed, to ensure that this download step only occurs once, and then afterwards the cached RAW file will be used. Caching works in this situation, as when rendering, the RAW file will not change at all (it's read only from our point of view), meaning that we obtain the maximum quality through edits.

In order to do this, we need to save the image to the render server local disk, without any filename collisions (where two different RAW URLs are cached to the same filename on disk).

The solution to this is to use a Universally Unique Identifier (UUID).

Our method uses the RAW file URL as the basis for the UUID generation, generating a Type 3 UUID based on the full path specified. When downloading a file, the system first generates this UUID filename, and checks the local filesystem. If the file is present, then it is already cached, and therefore the cached version is used. If the file isn't present, then it isn't cached, and a file is downloaded, and written to a filename based on the UUID (in this case, the format will be UUID followed by the extension). Type 3 UUID generation is based on the MD5 hashing algorithm, by generating a 128 bit UUID. The hexadecimal representation (ignoring the dashes), is used as the replacement filename.

For a large number of RAW files being processed, using Type 5 UUIDs might be more suitable (as the algorithm used is SHA1 with a larger entropy), but for a prototype use with few image URLs, this is more suitable.

One other concern is the possibility of deleting files. While this is a grave concern typically, the current system doesn't have a time decay of caching, simply because RAW files might be worked on over a period of days, and furthermore as the system is stateless, all files stored on the local system shall be deleted regularly (configured inside Docker). Restarting render servers regularly is ideal, as this way we prevent memory leaks from the Java BufferedImage implementation which have been minimized in our implementation but not completely eradicated.

#### ***F Web Editor Functionality***

The web editor itself provides an interface to the RAW Editing Service. Rather than manually adjusting the settings and sending requests to the service, the parameters shall be controllable through a Graphical User Interface, with the image result also being displayed on the screen.

Furthermore, one must be able to undo and redo particular tasks. This is because the RAW editing process typically requires refining parameter values, testing, and then opting to use the previously set

value. Having an undo/redo system would make this easier.

## **F.1 Undo/Redo Functionality**

Due to our implementation, coupling that with the nature of our system, no current undo/redo queue library seemed to be quite an ideal fit for our system. Therefore, it's necessary to build our own.

The system should, on modification of any parameters, store the change in some data structure, so that it can be reverted.

This entire system relies on using a stack. When a change is made (one change shall be made at a time), both the name of the parameter edited shall be stored, along with the old and new values. This shall be stored together in an object, and pushed to the stack. To undo, one simply needs to pop the stack, and set the specified parameter (given by the parameter name) value to the old value specified.

In order to enable redo functionality, we create an empty stack, called the redo stack. When the undo function is called, the object popped from the stack is also pushed to the redo stack. If the redo queue is not empty, and a normal change in parameter has occurred, then the redo queue is emptied (one can no longer redo).

There are also a few edge cases. If someone presses the undo button when there are no actions to undo, then nothing can happen, as there is nothing to undo. The same is true for the redo button.

## **G Storing User Images**

While one can edit individual images by simply supplying them to the editor, they need to be accessed somehow, preferably through supplying some URL, where the RAW image can be downloaded, and then used to edit an image. The system shall be built to be as customizable as possible, by downloading images from a supplied URL in the request, and this RAW image is downloaded (or cached to the render server), wherever the file itself is hosted. This way, we can either supply a system for uploading/storing images, or the user can choose to use an image store elsewhere such as Amazon S3, OpenStack Swift, or other storage backend. Our system simply uses the Django file system, which stores the file in an uploads folder on disk.

## **H Managing a big system**

As our system design calls for a large number of individual components, managing all of these together can be quite complex.

One option is to write a script that deals with the setup of each individual component: web server, web services, render dispatcher, render servers (however many we need), and message queue. However, if a component of the system stops working, that'll bring down the system entirely, and writing a script won't necessarily allow us to deploy the system across several different machines.

Our solution to this problem is to use Docker. Each component in the system shall be given its own individual container (essentially a virtual machine), where it is sandboxed to ensure that systems don't interfere with one another, and each container is networked together. Rather than manually setting up the networking, one can use Docker Compose to automatically deal with the links between different containers, to ensure that private links between containers are set up, but these links can't be accessed from outside the system. This method is preferable, as then one cannot access the message queue/other sensitive components directly. That way, only by sending the proper request, will the system respond with an output.

## **I Unit Testing Issues with Image Processing**

For one to compare the output of the system with other RAW editors is not necessarily as easy as bitwise ANDing the files, and finding the percentage differences. While this might work if all systems use the same algorithms to do the same tasks, due to the proprietary nature of RAW image editing, different

implementations of demosaicing exist, yielding slightly different images, along with potential different ways of adopting equalization, gamma correction and various other colour adjustments (for example, we use RGB gain to adjust the colours, while LightRoom instead uses Chromacity). It'll be difficult to use the same settings for every single system. Instead, it might be better to edit a variety of different images, and compare them by eye, to determine whether the algorithm itself is working correctly, and using base cases to test the output of a system by eye.

Base cases include:

Using a gamma of zero will yield a completely white image. Using a gamma of 1 will yield the input image, for gamma correction. Setting red gain to 1, and all others to zero will yield an image with only the red channel. Doing the same for green and blue should reveal the same. This will ensure the algorithm is working correctly.

Exposure zero should yield a completely black image. Using a very high exposure should yield a completely, or nearly white image.

We can test undo and redo trivially.

## IV RESULTS

### A *Functionality Testing*

The functionality of the system can be tested by carrying out boundary checks. Certain parameters for different features should yield expected outcomes. For example, removing all blue and green channels should yield an image that's only red (with varying brightness in the red channel).

#### A.1 Exposure Checks

The boundary conditions here to check is with a zero exposure (yielding a black picture), a normal exposure (1.0), and a very high exposure. The normal exposure should yield a normal image, while a very high exposure should yield a white image (or an image that's mostly white, with a few bright spots).

#### A.2 Colour Balance Checks

Colour balance is controlled with red, green and blue gains. If we set only one of these gains to 1.0, and the other two to zero, we should have a version of the image, but only with the specified colour, present: rather like a grayscale image but in one specific colour rather than black to white.

#### A.3 Unsharp

Enter a fairly high Unsharp radius (the sigma of the gaussian), and amount. This should then yield an image with very pronounced edges (if not, just the edges).

Reducing this to zero should remove the pronounced edges entirely (as with an amount 0, the unsharp process shouldn't affect the image at all).

Then test with a fairly small radius and amount (with the amount being in the range of  $0 < amount < 0.7$ ), which should yield a fairly normal image only with sharper edges.

#### A.4 Gamma Correction

Enter various gamma values in the range  $0 < \gamma \leq 2$ , and compare them. This should yield a noticeable difference in tone. With a gamma less than 1, the tone will have more white colours, while with a gamma greater than 1, the one difference will be darker (with more darker colours than white).

Processor	Intel i7-7700k, 4.2GHz
RAM	16GB at 3000
HDD	1TB Seagate Barracuda, spinning at 7200RPM
Operating System	Microsoft Windows 10 with Ubuntu subsystem

Figure 2: The specification of the test system.

### A.5 Gaussian Blur

Test this by setting a high sigma value, with kernel size of 3. The expected outcome is an image that appears noticeably blurred.

### A.6 Mean Blur

### A.7 Histogram Equalization

While the exposure is set, the exposure can also be automatically adjusted using Histogram Equalization. As this happens after the exposure (and all other processing) we can test this by setting a fairly low exposure (not 0, but probably in the range of 0.5), and then applying Histogram Equalization. The expected outcome is a brightness that's comparable to the image with normal (1) exposure.

## B Comparison With Other Editors

In order to evaluate the performance of the system, both in the output image, along with the overall system performance, responsiveness (measured in delay in rendering an image), a set of different image manipulations were carried out on various different RAW editors and our system. These were all run on exactly the same hardware, with the same Operating System.

The system specification can be seen in Figure B.

Adobe Lightroom, RawTherapee, and Darktable were used to compare the performance of our system. For the comparison results, a RAW sample was obtained from the D700 camera.

### B.1 Test 1: Exposure Adjustment

In order to compare exposure, various different exposures were used. Some by decreasing the exposure level, others by increasing the exposure level, and leaving the exposure level at 1.0

### B.2 Test 2: Gamma Correction

In order to test the Gamma Correction, several different gamma values were used on various different editors. The outcome was then stored, and these images were compared for each gamma value used.

### B.3 Test 3: Sharpening

While these are defined by different terms between software programs, we can still test the overall outcome. In order to do this, settings were adjusted to provide a close as possible representation, just for the sharpening settings. The settings used are shown in Table B.3.

In terms of quality, while the other two systems do perform slightly better, our system does fairly decent job of sharpening the image and enhancing most of the common images. There are a few colour differences between the systems, mostly due to internal colour processing, but overall each one of the systems enhance the brim of the hat, making the line sharper and appear less blurry.

Application	Radius	Threshold	Amount
RawTherapee	0	0	0
DarkTable	0	0	0
RAWFlash	0	0	0

Table 1: The settings used to compare between different software programs. As different values mean different things between each system, it's hard to compare the values like for like.

Application	Time Taken To Render (seconds)
RawTherapee	0.3
DarkTable	0.3
RAWFlash	7.3

Table 2: The time taken between triggering a render and the image displaying on the screen measured in seconds.

#### B.4 Test 4: Colour Adjustment

Colour adjustment is done by using the colour channels, and adjusting the different levels of red, green and blue that exist within the image. Between all three systems that are being tested, the parameters that need to be set remain fairly constant (some use percentages, while others use decimals, but they all represent the same transform).

In comparison to the other systems, they all perform in the same way. There is some slight difference in colour between them, as different colourspace are being used in different applications, and as such, colours are sometimes represented slightly differently. Compared to the original image however, our system is certainly functioning.

#### B.5 Test 5: Render Time

One crucial test is to compare the time it takes to render an image. For the portable image editing workflow, this is key as editing typically involves refining settings constantly throughout the editing process. For the use as a standalone image editor, this time should be fairly low, but for a RAW image rendering service, this can be higher, as often RAW images can be edited in batch. The results can be seen in Table 2.

## V EVALUATION

While in comparisons it's hard to compare the quality of the images, as different RAW software performs differently, as they all have different amounts of

### A *Application as a RAW Image Editor*

The system works well at producing images, taking the RAW images and adjusting exposure, colour, and adding sharpening, and exporting the final image. The overall images produced are as expected, and the processing that is carried out on them is what is expected from the algorithms implemented.

### B *Application to Web Content Management Systems*

When applying our system to web content management systems, or for other applications that require a headless method of rendering RAW images, it functions well. With the CMS workflow, of uploading a set of RAW images, and having the system process them in batch our system would work better, as this batch processing will often be done in the background, producing the output that can then be stored, ready for use.

## *C Performance Issues and Improvements*

### **C.1 Problems with the Java Image library**

As a basis for the Adams Processor image processing, the Java built-in Image library was utilised, by using ImageIO to load an image into a BufferedImage object, and then applying various BufferedImage operations on the image.

Java has a built in library which automatically implements Convolution, resizing, and various other routines. While this is useful, several problems were encountered when using this routines.

**High Memory Usage/Memory Leaks** When processing images, high memory usage was often encountered, at one point using 6GB of RAM for processing one RAW image taken from a Nikon D7100. After the image had finished being processed, this memory appeared not to have been deallocated, which led to high memory usage for our entire system. In Java, Garbage Collection should automatically deallocate this, but for some reason it didn't function. As a fix, garbage collection was called manually after the response had been sent, which improved performance. Furthermore, smaller RAW images (from the D700, rather than the D7100) were used, as the test system was unable to cope with both acting as the render server, and also the client side (via a web browser).

**Non-functioning Operations** While implementing Gamma Correction, the plan was to utilize Java's LUTop, to create a lookup table (based on the gamma value), and apply it to the image. When implementing this however, the image itself would not output any applied lookup, as the original image would be output. The LUT generated the correct LUT, and this was passed to the correct routine, but for some reason it was never applied to the image. Looking through documentation and examples didn't assist with this, as examples that were supposed to work didn't.

Eventually, this implementation approach was abandoned, and replaced with a custom approach of iterating through the image and applying the LUT manually. While slower (not relying on Java's faster implementation of yielding RGB values), it solved the problem and only appeared marginally slower.

**Lack of support for Multithreading** Initially, the plan was to apply multithreading to Convolution operations, but this didn't end up getting implemented due to the overhead of BufferedImage. As BufferedImage allows for multiple representations of images, it does not allow access directly to a primitive datastructure storing the image, or some way of yielding one directly. The naive way by passing BufferedImage as a pointer didn't work either, as the overhead caused the system to run much slower than without parallelization.

While multithreading itself isn't always wanted on image processing (with web servers, each request is assigned a process, and therefore if each process generated several threads it could cause problems), for our architecture, multithreaded processing is suitable and encouraged, as there would be a performance increase.

In the future, building a custom Image datastructure would be ideal, as this would allow for multithreaded processing of images.

## *D Comparisons to Objectives*

Overall, all but the Haze Removal objectives were met, all to different degrees. Haze Removal involved many blur operations, which are very slow in our current framework, and therefore the time taken to render an image with haze removal would be far too expensive.

## VI CONCLUSIONS

Overall, the project showed that a Cloud-based approach of editing RAW images does work, and can work well for rendering RAW images in the current architecture. While the current implementation has some performance issues, these can be easily rectified, and the approach of editing RAW images as a service is very much possible. Using this approach directly in a browser would also work, although the delays in rendering the image on the server side make RAW editing slightly more work when compared with using native editors, using the standard RAW workflow.

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