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MASTER THESIS

Multimedia Processing: Real-Time Colour Grading with JIT using the Melt Framework

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Abstract

This thesis project lays in the field of real-time multimedia processing, focusing on the user-sided adjustment of RGB values in video streaming using Just-In-Time (JIT) techniques and the Melt framework. This is implemented in Codemill's Accurate Player and using Web Real-Time Communication (WebRTC) as a data channel. Colour theory and RGB colour representation is introduced and knowledge of the technical components especially the structure and usage of the Melt framework is given.

The first part of the research question aims to evaluate the feasibility of the real-time colour adjustment. The implementation is achievable and described. A comparison of different Melt filters is included, to select the most suitable filter for the RGB adjustment.

The second part of the research question considers the comparison of video colour grading results with Melt filters, that were applied on different platforms: The Accurate Player, the locally installed Melt framework and KDEN Live. For this, frames of the different platforms were extracted and subtracted from each to show differences in the colour saturations.

Keywords:

- ▶ Multimedia processing
- ▶ Melt framework
- ▶ Melt filter
- ▶ Colour grading
- ▶ Just-in-time
- ▶ RGB colour adjustment
- ▶ Codemill
- ▶ Accurate Player
- ▶ Web Real-Time Communication

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1 Introduction

The popularity of streaming is growing, with an increasing number of people using online streaming platforms for their entertainment and approximately 1.8 billion subscriptions to video streaming services. [15, 36] With this increased popularity, the demand for user-driven real-time visual customization in the web browser for streamed videos has also increased.

1.1 Motivation

The colouring of a video can evoke different emotions and set an overall tone to the perception of the content. For instance, cool colours such as blue can convey cold weather, while warm colours such as yellow can create a feeling of warmth and sunlight. This can be seen in Figure 1. The colouring of a video is a powerful tool that can significantly impact the conveyed mood and atmosphere. [18, 37]



Figure 1: The original photo can be seen in the middle, while the picture on the left has more blue tones and the picture on the right more yellow tones.

The use-cases for on-the-fly adjustments of the video colour arise from different reasons. One of them is that each screen, ranging from computer monitors, TVs, smartphones and tablets to beamers, has unique characteristics that can influence the perceived colour palette. In addition to this, the light conditions can influence the appearance of the colours. With real-time colour corrections, the user can adjust the colour and cancel out variations that are caused by the device or environment to have a consistent experience. [42]

Real-time colour grading is a solution that not only addresses the variability in device displays but also enables users to adjust the image according to their preferences. Additionally, users with visual problems or specific colour perception might benefit from real-time colour grading to enhance the visibility and distinction of the on-screen elements. The increased accessibility can contribute to enhanced inclusivity and enable that a diverse range of users can engage with the content. [7]

1.2 Research Questions

This thesis revolves around the implementation of video colour grading with the adjustment of the RGB values using JIT techniques and the Melt framework. The Melt framework (MLT/Melt) is a multimedia framework as a command-line (CLI) tool that can be used for video editing and playback. It is introduced and described in Section 3.1. JIT is used for on-the-fly conversion of video files and optimizing them for streaming. The demand for efficient and dynamic video processing tools is increasing and with this, the ability to perform on-the-fly colour correction becomes increasingly valuable.

The goal of this thesis is to explore the feasibility of implementing the video grading process with JIT, with the focus on real-time colour grading and to implement such a solution, if possible. This solution should contain three sliders in the frontend to adjust the individual RGB values: Red, green and blue. The colour adjustment should then be applied to the video output in real-time, while streaming the video. This project lies in the area of multimedia processing, video editing and real-time computing and is done in cooperation with the company Codemill, that is introduced in Section 1.3.

The project aims to address the feasibility and effectiveness of implementing video colour correction using JIT in the context of real-time video streaming. The following question is relevant:

Is it possible to obtain colour-graded video results on the fly, meaning in real-time, using JIT and the Melt framework?

After answering this research question, the following question will be evaluated and answered:

Is there variation in the outcomes of filter application across various applications with a Melt backend and the specified system?

The different applications for comparison, that use Melt as a backend are the Melt framework itself and the video editing software KDEN Live.

The aim of this thesis project is the contribution of insights into the technological and scientific aspects of real-time video processing, exploring the possibilities and potential applications introduced by using JIT and Melt to implement colour grading.

1.3 Codemill

Codemill was founded in 2008 in Umeå (Sweden). [5, 6, 12] As of February 2024, they employ over 60 employees. [13] Codemill is an IT-Consulting company that focusses on the distribution of broadcast media. Their Accurate Video Player that is described in Section 5.2, is part of this thesis and a cloud native software that is being used by the world's leading studios, broadcasters and media service providers. [9, 12] The infrastructure of the system that this thesis evolves around is visualized and explained in Chapter 5.

1.4 Related Work

The topic of this thesis project spans across various fields. Due to this, the related work is dispersed among these fields, highlighting the interdisciplinarity of the topic. The fields that are relevant for this project include colour representation, colour grading, multimedia processing, video streaming, the Melt framework, protocol buffers and the comparison of different colour saturations with GIMP.

RGB representation

This thesis revolves around RGB colour adjustment, making the understanding of RGB colour representation an important aspect. Additionally, the results of different methods for the RGB colour adjustment are analysed with the *grain extract* function in GIMP, making it necessary to understand the RGB colour model to understand the functionality and results. One source discussing RGB colour representation and the concepts of additive and subtractive colour models is *Color: An Introduction to Practice and Principles* by Rolf G. Kuehni. [28]

GIMP

The book *The Book of GIMP: A Complete Guide to Nearly Everything* by Olivier Lecarme and Karine Delvare describes nearly every function in GNU Image Manipulation Program (GIMP). [29] This includes the *grain extract* function, that is relevant for the Melt filter comparison between different platforms in this thesis project. Furthermore, understanding techniques for evaluating and editing media content is important within the realm of multimedia processing.

Colour grading

To describe the terminology and differences between colour grading and colour correction according to the industry standards, a variety of web pages and articles were consulted. They are used to reflect the usage of the terminology in the field. One web page is titled *Understanding What Color Correction*

And Color Grading Are – And Aren’t from Vegas. Vegas (former Sony Vegas) is a video editing program from the company Magix, which is widely known as a prominent company within the video editing field. [46] Other web pages were referenced to confirm the usage of the terms colour grading and colour correction in the industry as described to ensure that the terminology aligns with the commonly accepted standards within the field. Furthermore, the book *The Art and Technique of Digital Color Correction* by Steve Hullfish discusses the topic of colour correction and video post-production in more depth. [22]

Effects of different colour

The paper *Color and psychological functioning: a review of theoretical and empirical work* from Andrew J. Elliot discussed theoretical insights and empirical findings on the psychological effect of colours. [16] Furthermore, in *Effects of color on emotions* from Patricia Valdez and Albert Mehrabian, emotional reactions to colours were investigated and attributes were assigned to specific colours that they are associated with. [44] Understanding the effects of different colours is important for understanding the importance and effects of RGB adjustment and meeting the users needs and requirements, which is relevant for the implementation in this thesis project.

Melt framework

The Melt framework is a crucial part for this thesis project. The RGB colour adjustment is implemented using Melt as a backend and the results are compared with other applications using a Melt backend. For this, information directly from the Melt website itself was consulted. [33] Especially the list of different Melt filters was considered, to compare the Melt filters and select the most suitable option for the RGB adjustment. Additionally, the code of the Melt framework was examined. [34, 35] The external literature on the Melt framework and its technical aspects is unfortunately limited.

Protocol buffer

The Chapter *Proto Buffer* in the book *Mobile Forensics – The File Format Handbook: Common File Formats and File Systems Used in Mobile Devices* by Chris Currier introduces and discusses the topic of protocol buffers. This is relevant for the data transfer from the frontend to the Melt framework in the implementation for this thesis project. [14]

Multimedia processing

The topic of multimedia processing is widely spread and has many different areas. This resulted in many papers, standards and documentations being used as sources to be combined into the overall context of this thesis project. Individual references have been consulted for various components including WebRTC, JIT, video transcoding and other components, which are relevant for this thesis project.

1.5 Structure

This thesis consists of seven Chapters. The topics and contents of those Chapters are listed in the following. The introduction (Chapter 1) provides an overview of the thesis, including its motivation, research questions, related work and the structure. Chapter 2 contains the theoretical foundation of colour, including the differences between colour correction and grading and the different effects that different colours can have on a viewer. Furthermore, the representation of colours using RGB and the comparison of different colour saturations is described. In Chapter 3 the technical background of the project is explained, including an in depth description of the structure and usage of the Melt framework. Additionally, an overview of video streaming components and additional components is given and protocol buffers are described. Chapter 4 outlines the system requirements and specifications for the system to be able to execute the code. Furthermore it is described how to execute the code. The design and implementation of the on-the-fly RGB adjustment are described in Chapter 5 . The architecture of the system is introduced, describing the frontend and backend of the system: Accurate Player and JIT-WebRTC. Additionally, different Melt filters for RGB adjustment are tested and compared. At the end of the Chapter the implementation of the RGB adjustment is described. Chapter 6 presents the comparison of video colour grading results with Melt filters that were applied on different platforms. The compared platforms are the Accurate Player RGB adjustment, that was implemented in this thesis project with the locally installed Melt framework and KDEN Live. The conclusion in Chapter 7 summarizes the results, contributions and limitations of the thesis project and introduces future work opportunities.

2 Theoretical Foundation of Colour

In this Chapter, the terms colour correction and colour grading are introduced and the effects of different colours in media and their association are explained. Additionally, the RGB colour model is presented and a method for the comparison of different colour saturations using GIMP is shown.

2.1 Colour Correction and Colour Grading

Colour correction and colour grading are both processes used in film making, photography and digital art to adjust and enhance the colour of images or videos. While they are related, they serve different purposes and are typically performed at different stages of production. Colour correction aims to correct technical imperfections and achieve a natural-looking image, while colour grading focuses on enhancing the visual aesthetics and storytelling aspects. [32, 46]

Colour correction is the process of adjusting the overall colour balance, contrast and exposure of an image or video to achieve a more accurate representation of the scene as it was captured by the camera. It involves correcting potential technical issues such as white balance, exposure inconsistencies and colour inaccuracies caused by the camera or lighting conditions. This is typically done in the early stages of post-production to ensure that the footage looks natural and consistent across different shots and scenes. [22, 32, 46]

Colour grading, on the other hand, is the creative process of altering the colour and mood of an image or video to evoke a specific aesthetic or emotional response. The effects of different colours are described in Section 2.2. Colour grading involves making stylistic choices to enhance the visual storytelling or the overall cinematic look or perception of the footage. It can involve manipulating individual colours, adjusting contrast, saturation and various other image manipulation techniques. Colour grading is often performed after colour correction and is considered a more artistic and subjective process. It allows film makers and photographers to establish a unique visual style and enhance the narrative impact of their work. [32, 46]

In summary, colour correction and colour grading serve different purposes and are performed at different stages of post-production. Colour correction ensures technical accuracy and consistency, while colour grading adds artistic components and enhances the visual storytelling and perception of the footage. [22, 32, 46]

2.2 Effects of Different Colours

Different colours can convey a different understanding of a scene to the viewer or even influence the viewers emotions. Different colours have distinct psychological associations, which influence how viewers perceive and interpret the content. [16, 44]

In different visual media, including photos and videos, the strategic use of colour can effectively communicate themes, evoke emotions and guide viewer interpretation. [16, 32, 44, 46]

In the following, different colours with their psychological associations are listed and example pictures are shown.

Red



Figure 2: Picture of a Amanita muscaria in Sweden with alarming red colour.

The colour red is often associated with intense emotions such as passion, excitement and danger. Viewing it on self or others has even been shown to increase the perception of aggressiveness and dominance. [31] Wearing the colour in sport competitions and events, red has been shown to enhance performance and the perceived performance. [16, 21]

In visual media, the use of red can evoke feelings of urgency, power and love. For example a video with flashes of red light may create a feeling of tension or alarm while a female wearing red can increase the perceived attraction. [16, 17]

Beyond its symbolism in human emotions and cultural contexts, red also serves as a prominent warning colour in nature. One example of this is the

toxic fly agaric mushroom (Amanita muscaria), which can be seen in Figure 2. The instinctual reaction to red is used in various contexts, including traffic signals and emergency exits, where the color serves as a clear and universally understood signal.

Blue

The colour blue is often linked to feelings of calmness and stability. In videos and pictures, the presence of blue tones can create a sense of relaxation. For instance, the photo in Figure 3 of a lake scene in Sweden with shades of blue in the water and the sky can evoke a peaceful mood.

Additionally, blue stores and logos have been shown to increase the perception of expected quality and trustworthiness. [44, 48]

But this is not the only association with the colour blue. While it might evoke feelings of calmness or trustworthiness in certain contexts, it can also represent sadness or coldness depending on the situation. [44]



Figure 3: Picture of a lake in Sweden with mainly blue tones.

Green



Figure 4: Picture of a forest in Sweden with mainly green tones.

Green is associated with nature, growth and harmony. In visual media, the use of green can symbolize renewal, freshness and balance. Green is a colour that often appears in nature, because it is the result of chlorophyll, a substance in plants that helps them to turn sunlight into energy. [26, 44] For example, the picture in Figure 4 of a forest in Sweden can evoke feelings of vitality and may convey a sense of natural beauty and harmony, because the plants in this picture show a lot of green tones. [3]

Additionally, green is often used in environmental campaigns and eco-friendly branding to signify sustainability and a connection to the earth.

Yellow

Yellow is often associated with happiness, optimism and energy. When used in videos or pictures, yellow can evoke feelings of warmth, cheerfulness and positivity. For instance, a photograph capturing a bright yellow sunrise as seen in Figure 5 can convey a sense of warmth, hope and optimism.

In media editing, the colour yellow can be increased to convey the impression of sunshine or a sunny day to the viewer.

Moreover, yellow is used in the realm of marketing and advertising. Brands often apply the colour yellow to evoke positive associations with their products, because of its cheerful and optimistic connotations. It also plays a role in interior design: A room painted in soft yellow tones can convey feelings of warmth, making it an ideal choice for homes. [44]

Black and white



Figure 6: Picture of skyscrapers in Dubai in greyscales.

of the buildings. Furthermore, black, white and greyscale are often used to convey elegance and simplicity. [44]



Figure 5: Picture of a sunrise in Sweden with mainly yellow tones.

Black and white or greyscales are often used to evoke a sense of timelessness or simplicity. In visual media, the absence of colour can draw attention to shapes, textures and contrasts. For example, a black and white photograph of a city skyline can emphasize the architectural details and create a dramatic atmosphere or, depending on the context, it may evoke a sense of nostalgia. In Figure 6, houses in Dubai can be seen. The greyscale filter of this photo enhances the focus of the viewer on the architecture and the structures

2.3 RGB Colour Representation

RGB colour representation is a method to display colours on screens. It stands for Red, Green and Blue. Each of those colour channels (red, green and blue) has a value ranging from 0 to 255. When all three colours are at their maximum value with $(255, 255, 255)$, the outcome is white. On the contrary, when all three colour channels are at their minimum value with $(0, 0, 0)$, the result is black. The three colours are combined in with different values to create the broad spectrum of colours. The red, green and blue values use 8 bits each. This results in 16 777 216 possible colours. [28]

For example the colour red can be created with mixing full red (255 in the red channel), no green (0 in the green channel) and no blue (0 in the blue channel). This leads to a pure red as $(255, 0, 0)$. This red can be adjusted by varying the values in the other colour channels. By decreasing the red value, tones such as a dark maroon with $(130, 0, 0)$ can be achieved and with a higher red and green value a vibrant crimson with $(200, 50, 10)$ can be achieved. On the other hand, by increasing blue while maintaining a high red channel, tones including scarlet $(255, 40, 0)$ or coral $(255, 120, 80)$ can be created. In addition to this, introducing equal amounts of green and blue alongside the high red value can transition the colour into a softer tone, such as rose $(255, 150, 150)$. The described colours can be seen in Figure 7.

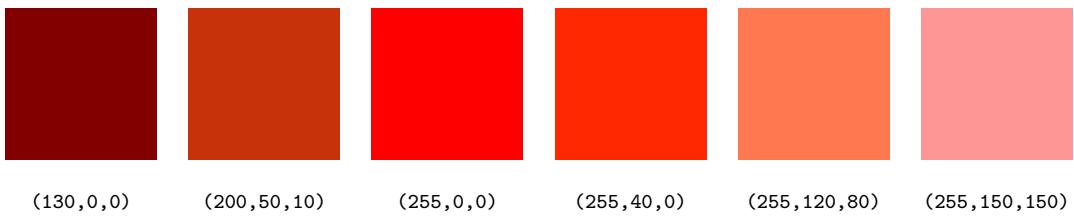


Figure 7: Different shades of red represented by different RGB values.

Each pixel on a display consists of three sub-pixels that each display one of the colours red, green and blue. By adjusting the intensity of each sub-pixel, a wide range of colours can be achieved. The RGB value of a pixel indicates the amount of each colour. This means if for example the red pixel is set to 0, the red LED is turned off. When the red pixel is set to 255, the red LED is turned fully on. [28]

The RGB colour model is an additive colour model, which is the opposite to subtractive colour models that apply to paints and other substances where the colour reflects certain components of the light. In the subtractive model, a paint filters out all colours but its own and two blended colours filter out all colours but the common colour between them. In the additive model, the colour has a brightness

that is the sum of the brightness of the two mixed colours. Because of this, mixed colours appear brighter than individual colours. [28]

A colour diagram that shows the additive model of RGB can be seen in Figure 8 and the subtractive model can be seen in Figure 9.

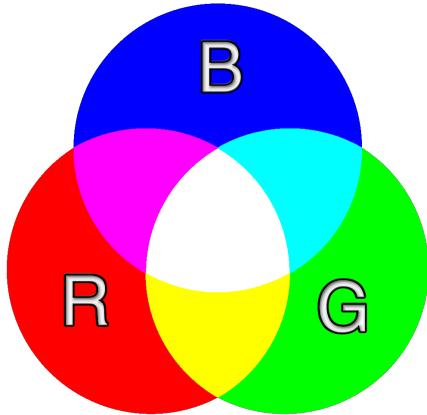


Figure 8: Three coloured circles in red, green and blue showing the function of the additive colour model of RGB.

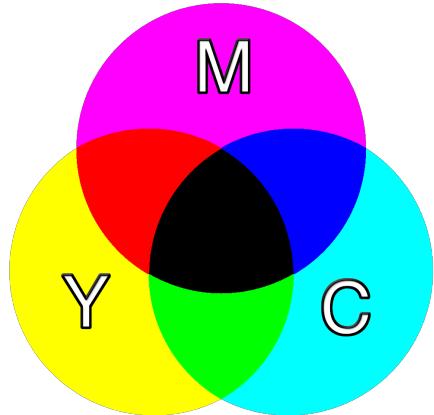


Figure 9: Three coloured circles in magenta, yellow and cyan showing the function of the subtractive colour model.

2.4 Comparison of Different Colour Saturations with GIMP

In this Section, a method for analysing the differences between two images is explained, where the colours of the images are subtracted from each other by using the image manipulation program GIMP. This method in GIMP is called *grain extract* and it subtracts the colour values of corresponding pixels from two images to show any differences. It is a visual representation of the colour subtraction process, where subtracting identical pixels from each other results in a grey image, indicating no differences. [29]

When subtracting one image from another, the pixel values from one image are subtracted from the corresponding pixel values in the other image. The result reflects the relative differences in the colour values between the two subtracted images. For example with the subtraction of two red toned images, areas where the subtracted image has a less intense red tone will result into red pixels after the subtraction and analogical, areas where the subtracted image has a more intense red tone will result into green or blue pixels in the result of the subtraction. The result of the subtracted pixels depends on the difference between the two colour values.

Two examples of the colour subtraction with different red values can be seen in Figure 10. In the Figure, the red colours $\text{RGB}(202, 95, 95)$ and $\text{RGB}(255, 0, 0)$ are subtracted from each other with the *grain extract* function. This results in a blue colour ($\text{RGB}(74, 223, 223)$) and a different red tone ($\text{RGB}(181, 33, 33)$).

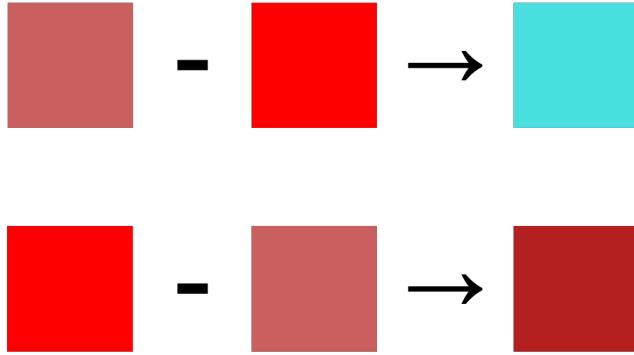


Figure 10: Subtraction of two different red values from each other with the GIMP function *grain extract* to visualize the differences.

The calculation to retrieve the new RGB values is defined and explained in the following. Let g be the *grain extract* function in GIMP that adds 128 to two subtracted RGB values. The function is defined as follows:

$$g(x, y) = x - y + 128$$

Let RGB_1 and RGB_2 be the RGB values of a pixel in the same position in two different images, that are being subtracted.

$$\text{RGB}_1 = (R_1, G_1, B_1) \quad \text{RGB}_2 = (R_2, G_2, B_2)$$

The function g can be applied to the RGB value pairs to retrieve the new values of the colours after the subtraction.

$$\begin{aligned} \text{RGB}_1 - \text{RGB}_2 &\Rightarrow (g(R_1, R_2), g(G_1, G_2), g(B_1, B_2)) \\ &\Leftrightarrow ((R_1 - R_2 + 128), (G_1 - G_2 + 128), (B_1 - B_2 + 128)) \end{aligned}$$

For the examples, that are shown in Figure 10, the calculations are presented in the following, with the RGB values $\text{RGB}_1 = (202, 95, 95)$ and $\text{RGB}_2 = (255, 0, 0)$.

$$\begin{aligned}\text{RGB}_1 - \text{RGB}_2 &\Rightarrow (g(202, 255), g(95, 0), g(95, 0)) \\ &\Leftrightarrow ((202 - 255 + 128), (95 - 0 + 128), (95 - 0 + 128)) \\ &\Leftrightarrow (75, 223, 223)\end{aligned}$$

$$\begin{aligned}\text{RGB}_2 - \text{RGB}_1 &\Rightarrow (g(255, 202), g(0, 95), g(0, 95)) \\ &\Leftrightarrow ((255 - 202 + 128), (0 - 95 + 128), (0 - 95 + 128)) \\ &\Leftrightarrow (181, 33, 33)\end{aligned}$$

The results are the light blue colour $\text{RGB}(74, 223, 223)$ and the red tone $\text{RGB}(181, 33, 33)$, that can be seen in Figure 10.

3 Technical Background

In this Chapter, the structure and usage of the Melt framework is explained and a brief overview of video streaming components and addition components is given. In addition to this, protocol buffers are introduced and explained with examples.

3.1 Melt

The Melt framework is a multimedia framework as a command-line tool that can be used for video editing and playback. It is written in C and provides a set of tools, libraries and services for handling multimedia content, including video and audio. [33]

A variety of tasks can be performed with Melt, including video editing, rendering, the application of filters on audio or video files and converting data between different formats. This is useful in various areas, including film production, television broadcasting and digital content creation. Additionally, the Melt framework supports a wide range of media formats and codecs.

Structure of the Melt framework

In the following, the relevant components of the Melt framework's structure will be explained. This includes the documentation as well as the code of the framework. [33, 35] *Producer*, *Consumer* and *MLT frame objects* are fundamental components in the Melt framework.

A *MLT frame object* is a data structure that is used for representing multimedia content. It is a container that holds multimedia data. Each *MLT frame object* contains a single uncompressed frame image and its associated audio samples. These frame objects can be processed individually, which allows the user to manipulate and transform multimedia content efficiently. *MLT frame objects* can store the multimedia data in various formats and they support metadata annotations, which allows to attach additional information or properties to the multimedia content. This includes filters, which are discussed in Section 5.4.

A *Producer* generates or provides data – it produces the *MLT frame objects*. It reads data from files or other data sources. The *Producer* serves as the starting point of the data processing pipeline in Melt. It retrieves the raw data and passes it on to other components, for example the *Consumer*. This can be seen in Figure 11.

A *Consumer* requests *MLT frame objects* from the producer. It is responsible for consuming or processing the data that was produced by the *Producer* or other components that are between the *Producer* and *Consumer*. The *Consumer* represents the endpoint of the data processing pipeline and produces the final output or results.

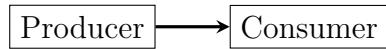


Figure 11: Producer-Consumer Relationship in the Melt framework.

Applying filters in the Melt framework is a technique for manipulating multimedia content, including videos. Melt filters can perform a wide range of operations, including colour correction, blurring, sharpening, cropping, resizing and many others. A list of the filters can be found on the Melt website and example applications of a wide selection of visual filters can be seen in Appendix C. [34]

To apply a filter in Melt, a filter instance has to be created and its parameters have to contain the name of the filter and, if needed, the filter parameters and values for those. Filters are processing units that manipulate the multimedia data as it flows through the pipeline. They are placed between the producer and consumer, allowing them to modify the data before it reaches the consumer. This can be seen in Figure 12.



Figure 12: Producer-Filter-Consumer Relationship in the Melt framework.

Usage of the Melt framework

In this Section, the usage of the Melt framework is explained with code examples and the explanation of those. This is based on the implemented code for this project, the code of the Melt framework and the Melt documentation. [33]

The below described code structure refers to the creation of the necessary melt components to apply a filter.

Initialise the factory

This command initializes the Melt factory, to set up the environment for creating and managing multimedia objects.

```
mlt_factory_init(const char * directory);
```

The function takes a directory path as an optional parameter. In this directory, custom modules can be stored, which can then override the default settings.

Create a profile

In this line, a multimedia profile is created to define the video properties.

```
mlt_profile profile = mlt_service_profile(mlt_service self);
```

The function `mlt_service_profile()` retrieves the profile that is associated with a given service. It takes a service as a parameter and returns its profile.

Create a producer

In this command, a producer object is created. The producer object generates or provides the data.

```
mlt_producer producer = mlt_factory_producer(mlt_profile profile,
                                              const char* service,
                                              const void* resource);
```

The function `mlt_factory_producer()` creates a producer based on the profile, service and resources, which are the parameters of this function.

Create properties

This line retrieves the properties associated with a specified producer parameter within a property object.

```
mlt_properties properties = MLT_PRODUCER_PROPERTIES(producer);
```

The macro `MLT_PRODUCER_SERVICE` internally accesses the properties of the producer.

Create a consumer

This line creates a consumer object, that processes the data.

```
mlt_consumer consumer = mlt_factory_consumer(mlt_profile profile,
                                              const char* service,
                                              const void* input);
```

The function `mlt_factory_consumer()` creates a consumer object, based on the as parameter provided profile, service and optional input. If the service object is not specified, it defaults to `MLT_CONSUMER`.

Create a filter

In this command, a filter is created. The name of the filter is given as an argument in form of a String.

```
mlt_filter filter = mlt_factory_filter(mlt_profile profile,
                                         const char* service,
                                         const void* input);
```

The `mlt_factory_filter()` function retrieves a filter based on the parameters. Those are the profile, the name of the filter as service and an optional argument of the filter.

Create and set filter properties

This code creates a property object and sets the filter properties.

```
mlt_properties filter_properties = mlt_filter_properties(filter);
```

The function `mlt_filter_properties()` retrieves the properties of a filter. The filter is given as a parameter.

```
mlt_properties_set(mlt_properties self,  
                   const char* name,  
                   const char* value);
```

The function `mlt_properties_set()` assigns a new value to a property, in this case to a filter. The parameters are the filter properties, that were retrieved in the previous step, and the filter parameters and associated values as strings.

Connect elements

Connect the filter to the producer and consumer to filter, if a filter is applied.

```
mlt_filter_connect(mlt_filter self, mlt_service producer, int index);
```

The function `mlt_filter_connect` takes the filter and the producer as parameters and connects them.

```
mlt_consumer_connect(mlt_consumer self, mlt_service producer);
```

The function `mlt_filter_connect` takes the consumer and the filter as parameters and connects them.

If no filter is applied, the producer is being connected to the consumer directly.

```
mlt_consumer_connect(mlt_consumer self, mlt_service producer);
```

The function `mlt_filter_connect` takes the consumer and the producer as parameters and connects them.

Start consumer

This line starts the consumer.

```
mlt_consumer_start(mlt_consumer self);
```

The function `mlt_consumer_start()` initiates the consumer in the Melt framework. It takes the consumer object as a parameter.

Close the components

The following functions are responsible for closing the associated component within the Melt framework. These functions mark the end of a Melt process by closing and cleaning up resources.

```
mlt_consumer_close(mlt_consumer self);
mlt_producer_close(mlt_producer self);
mlt_profile_close(mlt_profile profile);
mlt_factory_close();
```

3.2 Overview of Video Streaming Components

In this Section, an overview over video streaming components, that are relevant for this thesis project, is given.

Transcoding is the conversion of one digital data format into another. One form of video transcoding is the compression of videos with h.264: The video compression standard h.264 can be used to compress and decompress video streams in the context of real-time communication. [2, 47] File formats such as Audio Video Interleave (AVI) often serve as input files for video transcoding processes. AVI can contain audio and video information to allow synchronized playback of audio and video components. It is a container format, which means that it can contain multiple streams of audio and video data, along with other multimedia data such as subtitles. AVI files can undergo transcoding to optimize their compression, compatibility, or quality, with h.264 being a commonly used codec for such purposes. [30, 47]

WebRTC, is a free, open-source project for real-time communication between web browsers and other applications, that was developed by Google in 2011. It enables direct peer-to-peer (P2P) communication without the need for intermediary servers. WebRTC supports various video codecs, including h.264, which is used for video conferencing, streaming and other real-time applications. This means, that the video streams exchanged between the browser and the backend are encoded and decoded using h.264. [43, 47]

Representational State Transfer (REST) is an architecture for network applications. A REST Application Programming Interface (API) exposes a set of endpoints, which are Uniform Resource Locators (URLs) that serve as addresses for communication between different software systems over the internet using hypertext transfer protocol (HTTP) methods. [4, 23, 40]

JIT or Just-In-Time, in the context of video streaming, refers to a dynamic software solution employed for real-time video transformation. It is used for on-the-fly conversion of video files, optimizing them for streaming. The process includes the transcoding of a video file, potentially one with non-web-friendly formats, into a more suitable format for the playback in web browsers. JIT operates by dynamically preprocessing of video content as it is requested by users, in opposition to pre-converting video files into formats that are suitable for streaming or browsers in advance. This approach allows for greater flexibility and efficiency, as it minimizes the need for storage space and allows real-time adjustment such as the adjustment of the RGB colours that is implemented and described in this thesis project. Additionally, JIT allows to adjust video resolution, bitrate and other parameters in real-time to adapt the results to the user's bandwidth. [41]

3.3 Overview of Additional Components

This Section introduces additional components that are relevant for the system's functionality.

Docker is a platform that provides an isolated environment where applications can run. It enables the usage of these isolated environments, that are called containers. Those Docker containers can lower the problems that arise from environmental discrepancies. This enables testing in local environments with enhancing the reliability and comparability. [24]

Node.js is a JavaScript runtime environment that enables the execution of JavaScript code outside of a web browser. It enables developers to use JavaScript both on the client and server sides of web applications. Node.js has an open-source community that contributes to its evolution. This community-driven development model has led to a big selection of modules and libraries. [8, 10, 19] To manage project dependencies and packages for Node.js, package managers such as Yarn or Node Package Manager (npm) can be used. These package managers allow developers to install, update and manage libraries and tools used in the project, by providing a centralized repository of libraries and tools. [8, 25]

Web services are software systems for communication between different applications over a network. They allow data exchange and function calling across platforms and programming languages. Java-based web services are commonly used in modern software development, due to the robustness and scalability of the Java platform for building distributed systems over the web. Web services enable machine-to-machine

(M2M) interaction – the communication and data exchange between devices or systems. [40]

KDEN Live is a video editing software, that offers a wide range of features such as cutting, trimming and arranging video clips and adding effects, transitions and titles to videos. It also supports various file formats. KDEN Live is freely available, open-source and uses Melt as its backend. [27]

3.4 Protocol Buffer

Protocol buffers are a binary data format developed by Google to compress data for sending it efficiently and fast over a network. The structure of this format is defined in a `.proto` file. Those files are used to generate code for reading and writing to the protocol buffer. [14]

In this project, protocol buffers version 2 (proto2) were used. In the first line of the `.proto` file, the syntax is defined with the proto version that is being used. This can be seen for proto2 in the following:

```
syntax = "proto2";
```

Messages and Fields

Data structures are defined using message declarations. Messages can contain fields for the data, each with a unique identifier and a specified data type. The data types for proto2 can be seen in Table 1. [20]

In the following, an example message is shown and described. The example message represents a person's information, including their name, age and email address. This is defined as follows:

```
message Person {
    required string name = 1;
    required int32 age = 2;
    optional string email = 3;
}
```

Person is the label of the message and name, age and email are the fields of the message with the data types `string` and `int32`. The keywords `required` and `optional` define whether the field is mandatory or optional. The numbers 1, 2 and 3 are the fields unique identifiers.

Data Type	Description
double	Double-precision floating-point number
float	Single-precision floating-point number
int32	Signed 32-bit integer
int64	Signed 64-bit integer
uint32	Unsigned 32-bit integer
uint64	Unsigned 64-bit integer
sint32	Signed 32-bit integer (suitable for negative numbers)
sint64	Signed 64-bit integer (suitable for negative numbers)
fixed32	Unsigned 32-bit integer (four bytes)
fixed64	Unsigned 64-bit integer (eight bytes)
sfixed32	Signed 32-bit integer (four bytes)
sfixed64	Signed 64-bit integer (eight bytes)
bool	Boolean value (true or false)
string	Variable-length text string
bytes	Variable-length sequence of bytes

Table 1: Data types for fields in protocol buffers (proto2). [20]

Enums

Proto2 supports the definition of enumeration types as enum. Enums allow for the declaration of a set of named constants, each associated with a unique integer value. This can be used for representing a fixed set of options or states within a message definition. [14, 20]

In the following, an example enum is shown and described. It represents the gender of a person and is defined as follows:

```
enum Gender {
    UNKNOWN = 0;
    MALE = 1;
    FEMALE = 2;
    DIVERSE = 3;
}
```

Gender is the name of the enum and UNKNOWN, MALE, FEMALE and DIVERSE are the enum constants with the associated integer values 0, 1, 2 and 3. It allows to represent the gender options unknown, male, female or diverse, providing a way to represent a fixed set of options or states.

4 System Requirements and Specifications

In this Chapter, the technical requirements for the system are described. These requirements provide the necessary standards to ensure the system functionality. Furthermore, the execution of the code is described.

4.1 Technical Requirements

Regarding the hardware requirements, the system should be capable of running Node.js, which is necessary for executing the frontend development tool Yarn. Additionally, the system should be able to execute the python backend and Melt framework within a Docker container. While implementing, it was observed that the system should have a minimum of 16 GB RAM to ensure smooth execution of the development environment and Docker containers.

The software requirements include information about the operating system, applications and frameworks. While testing, the code encountered difficulties running on Windows. It should be possible to run the code after adjusting the configuration but it was decided to proceed with this thesis project on a Linux system (Ubuntu 22.04). This decision was influenced by factors such as the compatibility of the code base with Linux and its command-line interface. Regarding the documentation in the README files, the Mac operating system should be able to run the code after making adjustments, but this was not tested in the scope of this thesis.

In addition to this, the system relies on several software components. Docker is needed to use Docker containers for encapsulating the system's backend. This allows consistent and efficient results across different devices. Node.js serves as the runtime environment for executing JavaScript code for web applications and Yarn is the package manager for Node.js applications, that is used in this project. Additionally, Git is essential for version control. While it is not strictly required for the system's execution, Git is used to pull Git repositories containing the code and necessary dependencies and frameworks, such as the Melt framework. An installation of the Melt framework is not needed for the execution or development of this system, but can be useful for testing or exploring the functionalities of Melt. Furthermore, the system adheres to standard security practices, including using the secure communication protocol HTTP.

4.2 Execution of the Code

In this Section, the execution of the code is described and information regarding the test video file are given.

The codebase for this project consists of two directories: `Accurate-player-3-core` and `jit-webrtc`. The system's architecture is described in Section 5. Additionally, the READMEs of the two main components of the system can be seen in Appendix A. The files for the frontend code are in a directory that is called `accurate-player-3-core`. To execute the frontend, it needs to be navigated to the directory `demo` in `packages` and then `yarn start` needs to be executed with the parameter for the backend in the CLI:

```
~/accurate-player-3-core/packages/demo$ JIT_BACKEND=http://localhost:8080 yarn start
```

For updating dependencies during development, the following command should be executed and running in addition:

```
~/accurate-player-3-core/packages/jit$ yarn start
```

To run the backend, the folder `jit-webrtc` needs to be accessed in the CLI to start the script `main.sh`, that starts the backend in a docker container and pulls the needed dependencies:

```
~/jit-webrtc$ docker/main/main.sh -v --threads 16 --port 8080 https://s3.eu-central-1.amazonaws.com/accurate-player-demo-assets/timecode/sintel-2048-timecode-stereo.mp4
```

The optional parameter `-v` (verbose) provides additional information or detailed output when executing the code. The threads and the port are set with the parameters `--threads` and `--port` and then the link to the test video file is added. This is the file that will then be played in the Accurate Player.

The test video file that is being used for this thesis project, is the animated short film *Sintel*, which was during its development known as *The Durian Open Movie Project*. It was created by the Blender Foundation using Blender, which is an open-source 3D animation software and released in 2010. It tells the story of a young girl, who is searching for her lost dragon companion. The film is allowed to be used for free distribution, sharing and adaptation, as long as the following credit is given to the original creators. This licensing approach promotes collaborations and progress of the Free and Open-Source Software (FOSS) community.

It is noted that for the sake of clarity, this copyright attribution is applied to the entire use of frames of the film in this thesis. It will not be added to each extracted frame. The *Sintel* video file that is being used in this thesis project is retrieved from the following source:

<https://s3.eu-central-1.amazonaws.com/accurate-player-demo-assets/timecode/sintel-2048-timecode-stereo.mp4>

5 Design and Implementation

In this Chapter, the system architecture and the implementation are explained. First a brief overview of the architecture is given in Section 5.1 and then the frontend and backend are described in more detail (Section 5.2 and Section 5.3). For the application of a Melt filter, different filters were compared to select the most suitable option in Section 5.4. Finally, the implementation is described with examples and code extractions in Section 5.5.

5.1 Architecture Design

The system consists of four components: The frontend that is displayed in the browser, `main.py` as the Python backend, the Melt framework and a session service. The frontend is described in Section 5.2 and the backend components (`main.py`, the Melt framework and session service) will be described in more detail in Section 5.3. The structure and usage of the Melt was introduced in Section 3.1.

The system architecture can be seen in Figure 13. A session is initiated through the browser with the session service, which initiates the `main.py` script. The Python backend communicates with the Melt framework to use its video editing, processing and transcoding functionalities. The real-time communication is implemented through a WebRTC channel.

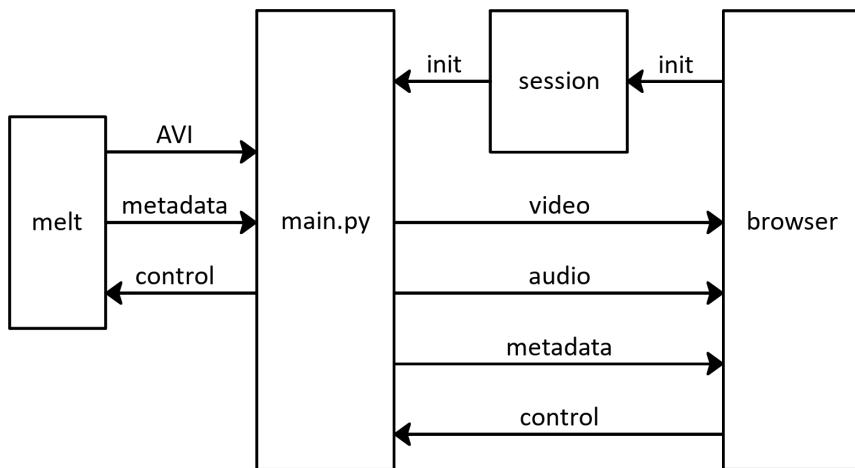


Figure 13: Architecture of the system that consists out of four parts.

For development and testing without the session service, the backend can be started in a Docker container. This has been done for the implementation for this thesis project.

5.2 Accurate Video

The following description of the system is based on the code base and the information from the `README` file. [8] The frontend is displayed in the browser and uses Node.js as its runtime environment with Yarn to manage project dependencies and packages. It is developed using HyperText Markup Language (HTML), Cascading Style Sheets (CSS) and JavaScript (JS) to create the user interface.



Figure 14: Accurate Video in the system architecture.

The user interface when playing a video in the Accurate Player can be seen in Figure 15. This can be found under `http://localhost:5000/controls/jit/index.html` when executing the code as described in Section 4.2. First, a yellow field can be seen (shown on the left in Figure 15). After clicking this, a loading screen is displayed (in the middle in Figure 15) and then the video can be started with clicking in the play button. The playing of a video can be seen on the right in Figure 15.



Figure 15: Screenshots of the Accurate Player when playing a video.

In addition to this, the user interface of the Accurate Player has multiple control fields, which can be seen in Figure 16, 17 and 18 and will be further described in the following.

Permanently fixed in the top left corner of the Accurate Player is a window that contains a slider to adjust the quality of the video in real time. This function does work for a video that is currently playing and for a frame of a video that is currently paused as well. This can be seen in Figure 16. In this project, the sliders for the RGB colour grading will be added in these windows, too. This is described in Section 5.5.

In the top right corner of the Accurate Player window that is displayed in the browser, two icons to expand further menus can be found. This includes a menu for subtitles and audio settings, which is divided into two parts for those settings. This control window can be seen in Figure 17. It enables the audio functionalities for muting the audio or changing to a different audio track, which can be used for example if a video is available in different languages to switch between the languages. These options can be seen in Figure 17 on the right part of the control menu. The left side of the window allows for enabling and disabling specific subtitles from a list of available subtitles.

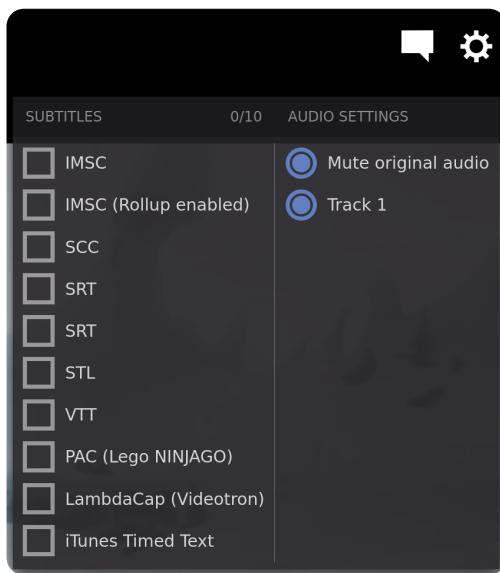


Figure 17: Subtitle and audio control field in the frontend.

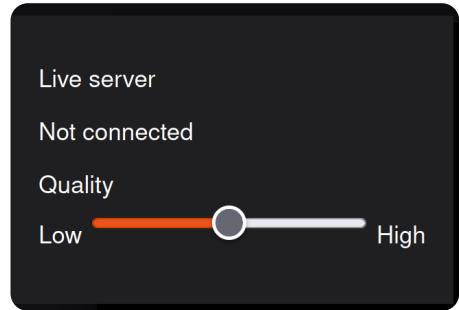


Figure 16: Quality slider in the frontend.

The screenshot shows the Accurate Player's subtitle and audio control interface. On the left, under 'SUBTITLES', there is a list of subtitle formats with checkboxes: IMSC, IMSC (Rollup enabled), SCC, SRT, STL, VTT, PAC (Lego NINJAGO), LambdaCap (Videotron), and iTunes Timed Text. The 'IMSC' checkbox is checked. In the center, the text '0/10' is displayed. To the right, under 'AUDIO SETTINGS', there are two circular buttons: 'Mute original audio' (selected) and 'Track 1'. At the top right of the interface are two small icons: a speech bubble and a gear.

Figure 17: Subtitle and audio control field in the frontend.

Additionally, a menu with further settings can be found when expanding the menus. This menu can be seen in Figure 18 and expands when clicking on the *settings* symbol. Here, further settings, including the time format, the setting of keyboard shortcuts or the fading of the control options when playing the video can be adjusted. All of the above described menus for settings enhance the level of personalization available to the user.

The customization options allows the user to adapt the Accurate Player to their preferences and expectations.

With JIT techniques in the Accurate Player it is possible to play different formats in the browser without the transcoding into a browser friendly format. This is possible, because the Accurate Player uses JIT techniques to dynamically handle the playback of different video formats on-the-fly, instead of relying on pre-transcoded video files. The video data is being processed in real-time, allowing for on-the-fly adjustment of option such as the quality slider or the RGB colour adjustment that is being implemented for this thesis project.

5.3 JIT-WebRTC

The following description of the system’s backend is based on the code base and the information from the `README` file. [11] JIT-WebRTC is a live transcoder with a WebRTC output. As described in Section 3.2, transcoding is the conversion of one digital data format into another. [2] The backend consists of three components: The Melt framework, `main.py` and a session service.

The user initiates a session through the browser, which then initiates the `main.py` script. The system’s frontend that is displayed in the browser was described in Section 5.2. Control commands are then sent from the browser to the Python backend with a WebRTC data channel. From the `main.py` file, the control commands get sent to Melt via `stdout` (standard output) and `stdin` (standard input). These are the default input and output channels, that allow the Python script communication with other components. Data written to `stdout` by the Python code can be captured or

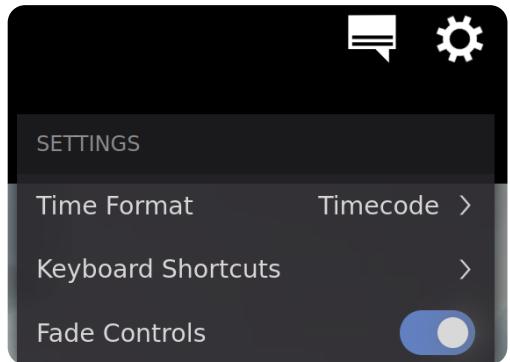


Figure 18: Window for settings in the frontend.

redirected and data from an external source can be read from `stdin` by the Python script. [45] The data flow of the control commands is highlighted in Figure 19.



Figure 19: Control commands in the system architecture.

As a response, the Melt framework sends an AVI stream with the rendered video and audio, status messages and metadata to the Python backend. This is highlighted in Section 20. AVI is a file format that can contain audio and video information to allow synchronized playback of audio and video components, as described in Section 3.2. [30]

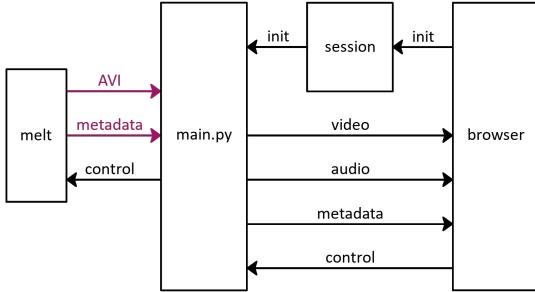


Figure 20: AVI stream in the system architecture.

The audio and video from the incoming AVI stream is extracted by the `main.py` script to encode it for sending it to the browser with WebRTC. The WebRTC connection serves as a direct communication channel between the browser and the backend, enabling real-time data exchange, involving audio, video or other data streams.

The JavaScript client of the browser receives the video and audio to play it in the Accurate Player, which was described in Section 5.2. In addition to this, the browser receives metadata from the `main.py` script and sends commands and responses over the control channel. This connection can be seen in Figure 21.

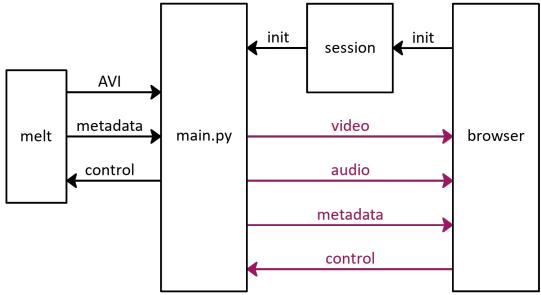


Figure 21: WebRTC connection and control commands in the system architecture.

The Melt framework and the `main.py` script are started once for each JIT session. The java-based **Session** service is designed to support the machine-to-machine interaction between the browser and the Python backend. The **Session** service exposes a REST API (described in Section 3.2) for initiating a JIT session. For development and testing without the session service, JIT can be started in a Docker container. This has been done for the implementation in this project.

5.4 Melt Filter Comparison

The goal for this thesis project is the on-the-fly adjustment of the RGB values of a video with sliders in the frontend. For this purpose, various Melt filters were examined and compared to identify the most suitable ones for implementing this functionality. RGB colour representation was described in Section 2.3 and the Melt framework was described in Section 3.1.

In table 2, a selection of filters that influence the RGB representation of the video are listed. This includes the filter name, description and possible parameters that are listed on the Melt website. [34] Only parameters relevant to this thesis will be listed. Then, those filters were applied to compare the visual results of applying them. The Melt filters `avfilter.colorbalance`, `avfilter.colormixer` and `frei0r.coloradj_RGB` are selected for further analysis. They are listed with their description and parameters in Table 2, followed by a comparison of the visual results. Other Melt filters that change the visual appearance of the video can be seen in Appendix C.

Name	Description	Parameters
<code>avfilter.colorbalance</code>	Adjust the colour balance	<code>av.rs</code> : set red shadows <code>av.gs</code> : set green shadows <code>av.bs</code> : set blue shadows <code>av.rm</code> : set red mid tones <code>av.gm</code> : set green mid tones <code>av.bm</code> : set blue mid tones <code>av.rh</code> : set red highlights <code>av.gh</code> : set green highlights <code>av.bh</code> : set blue highlights
<code>avfilter.colorchannelmixer</code>	Adjust colours by mixing colour channels	<code>av.rr</code> : set red gain for red channel <code>av.rg</code> : set green gain for red channel <code>av.rb</code> : set blue gain for red channel <code>av.ra</code> : set alpha gain for red channel <code>av.gr</code> : set red gain for green channel <code>av.gg</code> : set green gain for green channel <code>av.gb</code> : set blue gain for green channel <code>av.ga</code> : set alpha gain for green channel <code>av.br</code> : set red gain for blue channel <code>av.bg</code> : set green gain for blue channel <code>av.bb</code> : set blue gain for blue channel <code>av.ba</code> : set red gain for alpha channel <code>av.ar</code> : set red gain for alpha channel <code>av.ag</code> : set green gain for alpha channel <code>av.ab</code> : set blue gain for alpha channel <code>av.aa</code> : set alpha gain for alpha channel
<code>frei0r.coloradj_RGB</code>	Simple colour adjustment	<code>R</code> : amount of red <code>G</code> : amount of green <code>B</code> : amount of blue

Table 2: List of different Melt filters that influence the colour of a video with their name, description and parameters.

To introduce the listed filters and their parameters, the maximum value to adjust the red tones of the video will be tested and described. In addition to this, it needs to be tested, if multiple parameters of the same filter can be applied simultaneously. For this evaluation, the filters with their different parameters for green and red are applied to the same frame of the test video file. Regarding the RGB colour model, this should result in a yellow toned output frame. The functionality of the RGB colour model was explained in Section 2.3. In the following comparison, the adjustment of all three colour channels (red, green and blue) will be presented.

For the purpose of evaluating and comparing, two frames were selected from the example video file of the short film *Sintel*. Each of those frames has a distinct colour scheme. One frame shows a snow landscape and the *Blender Institute Production* text, while the other frame shows an elderly man in a warm lighted indoor setting. The original frames 343 and 3377 can be seen in Figure 22 for reference.



Figure 22: Frames 343 on the left and 3377 on the right, extracted from the test video file *Sintel* without a filter.

In the following, the filter application and parameters of each filter are introduced and described with the example of the adjustment of the colour red.

Filter `avfilter.colorbalance`

The parameters of the filter `avfilter.colorbalance` take input values as a floats between -1 and 1 . The filter has individual parameters to set the shadows, mid tones and highlights per colour (red, green and blue). The results of the different parameters set on the maximum value of 1 for adjusting the red shadows with `av.rs=1`, the red mid tones with `av.rm=1` and the red highlights with `av.rh=1` can be seen in Figure 23.



Figure 23: Different parameters from the filter `avfilter.colorbalance` applied: Left with `av.rs=1` for red shadows, middle with `av.rm=1` for red mid tones and right with `av.rh=1` for red highlights.

To achieve an even colouring result of the frame, which would be applicable for a colour change with one slider per colour, the parameters for the shadows, mid tones and highlights can be adjusted simultaneously when adjusting one colour. In Figure 24, the shadows, mid tones and highlights for the red value are set to 1 .



Figure 24: All parameters for the adjustment of the red tones with the value 1 from the filter `avfilter.colorbalance` applied: `av.rs=1`, `av.rm=1` and `av.rh=1`.

To assess the effects of the combined colour adjustment of multiple colours, the values for green and red (shadows, mid tones and highlights) are set to the maximum of 1 and applied simultaneously. The parameters that are applied for this evaluation are `av.rs=1`, `av.rm=1`, `av.rh=1`, `av.gs=1`, `av.gm=1` and `av.gh=1`. This results in yellow toned pictures, that can be seen in Figure 25.



Figure 25: All parameters for red and green with the value 1 from the filter `avfilter.colorbalance` applied: `av.rs=1`, `av.rm=1`, `av.rh=1`, `av.gs=1`, `av.gm=1` and `av.gh=1`.

Filter `avfilter.colorchannelmixer`

The parameters of the filter `avfilter.colorchannelmixer` take input values as floats between -2 and 2 . The filter has individual parameters to set the red, green, blue or alpha gain for the red, green, blue or alpha channel. The application of the maximum value of 2 for the red gain on the red channel, alpha gain on the red channel and red gain on the alpha channel can be seen in Figure 26.



Figure 26: Different parameters from the filter `avfilter.colorchannelmixer` applied: Left with `av.rr=2` for red gain on the red channel, middle with `av.ra=2` for alpha gain on the red channel and right with `av.ar=2` for red gain on the alpha channel.

Additionally, in Figure 27, the red gain on the red, blue and green channel is applied simultaneously. The parameter settings for this are `av.rr=2`, `av.gr=2` and `av.br=2`.



Figure 27: Red gain with the value 2 for the red, green and blue channel from the filter `avfilter.colorchannelmixer` applied: `av.rr=2`, `av.gr=2` and `av.br=2`.

To assess the effects of the combined colour adjustment of multiple colours for the `avfilter.colorchannelmixer` filter, the values for the green gain on the green channel and the red gain on the red channel are set to the maximum of 2 and applied simultaneously. The parameters that are applied are `av.rr=2` and `av.gg=2`. This results in yellow toned pictures, that can be seen in Figure 28.



Figure 28: Red gain on red channel and green gain on green channel with the value 2 from the filter `avfilter.colorchannelmixer` applied: `av.rr=2` and `av.gg=2`.

Filter `frei0r.coloradj_RGB`

The parameters of the filter `frei0r.coloradj_RGB` take input values as floats between 0 and 1. The filter has individual parameters to set the red, green, blue value for RGB adjustment. The application of the red parameter with the maximum value of 1 can be seen in Figure 29.



Figure 29: Red parameter with the value 1 from the filter `frei0r.coloradj_RGB` applied: $R=1$.

To assess the effects of the combined colour adjustment of multiple colours for the `frei0r.coloradj_RGB` filter, the values for the green and red parameter are set to the maximum value 1 and applied simultaneously. The applied parameters are $R=1$ and $G=1$. This results in yellow toned pictures, which can be seen in Figure 30.



Figure 30: Red and green parameter with the value 1 from the filter `frei0r.coloradj_RGB` applied: $R=1$ and $G=1$.

Evaluation

The Melt filters `avfilter.colorbalance`, `avfilter.colormixer` and `frei0r.coloradj_RGB` are compared regarding the colour vibrance and intensity of the result. This analysis of the filters above was conducted regarding the colour red in depth and a side-by-side comparison can be seen in Figure 31. The colour changes of green and blue work analogical and are displayed in Figure 32 and 33.



Figure 31: Comparison of red filter option of all three filters.



Figure 32: Comparison of green filter option of all three filters.



Figure 33: Comparison of blue filter option of all three filters.

In the Figures above, it can be seen that the red, green and blue tones of the frames with the filter `avfilter.colorbalance` applied is the most intense and vibrant. This makes the filter `avfilter.colorbalance` a suitable choice regarding the adjustment

of a single colour channel, because a broader range in the colour intensity leads to more options for personalization.

In Figure 34, the results of the application of two mixed colours for each of the filters can be seen as a side-by-side comparison. The chosen colours are red and green, which leads to a yellow result.



Figure 34: Comparison of red filter option of all three filters.

It can be seen, that the colour of the `avfilter.colorbalance` is the most intense and vibrant again, which confirms the results of the previous comparison regarding the single colour adjustment of red, green and blue. This makes the filter `avfilter.colorbalance` a suitable choice for the implementation of the RGB colour adjustment with sliders in the frontend, because it leads to a broader colour range and more options for personalisation. The filter `avfilter.colorbalance` shows the most intense colour results for single colour adjustments as well as for mixed colours.

In the above presented tests, that are visualized in the middle in Figure 31, 32, 33 and 34, the results of the `avfilter.colorchannelmixer` filter appear to have more depth and look more dynamic, because the colour gain was only executed on the respective colour channels. This can be an aspect, that lets the user achieve more aesthetically pleasing results but the overall intensity of the colours is lower. In addition to this, the expected behaviour of a sliders for RGB colour adjustment might not be to only change the colour intensity on one of the respective colour channel. Based on this, the filter `avfilter.colorbalance` seems to deliver the most fitting results in those criteria.

The results of the filter `frei0r.coloradj_RGB`, that can be seen on the right in Figure 31, 32, 33 and 34 seem to have darker and less vibrant results, that do not

present the expected colours as accurately as the other two filters. This does not make it a fitting choice for the RGB adjustment with sliders.

In conclusion, the `avfilter.colorbalance` filter leads to the most vibrant and intense results of the above listed selection of filters. Additionally it has the option to adapt the shadows, mid tones and highlights individually, which creates the option for more preadjustments of the results in the backend or for introducing more sliders or options for the user-sided adjustment as future work. But on the downside, to tone the whole frame evenly, three instead of one parameter have to be changed and applied – for the shadows, mid tones and highlights for each colour slider. When applying this with and without JIT, no performance difference was noticeable but for an accurate evaluation of this, performance tests would have to be performed and the implementations of the filters would need to be examined, which exceeds the scope of this project. A deeper examination and evaluation of the different options of other Melt filters is an interesting option for future work or for Codemill to implement. For this thesis project, the filter `avfilter.colorbalance` will be used, because its results look the most vibrant and fitting for the expected outcome of RGB colour adjustment.

In Figure 35, the seven basic colour combinations of the subtractive colour model can be seen with the application of the filter `avfilter.colorbalance`. For this, the RGB values were set to either 1.0 or 0, which are the maximum and default values of this filter.

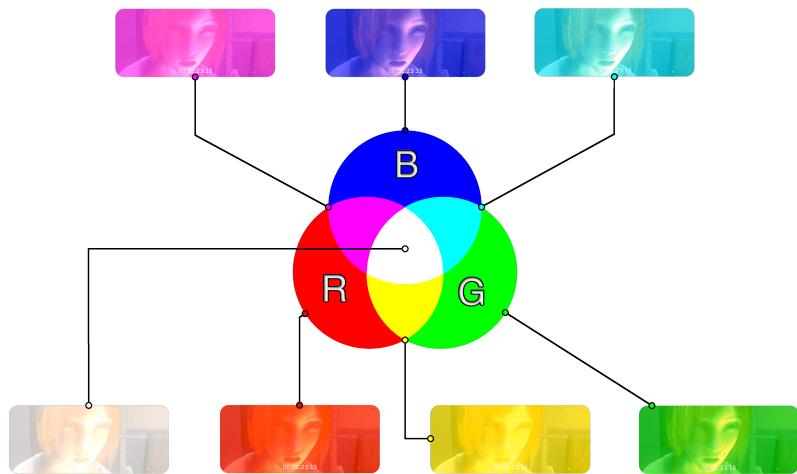


Figure 35: Basic colours of the subtractive colour model with the application of the filter `avfilter.colorbalance`.

For comparison, the original frame 3447 from the test video file can be seen in Figure 36 without applied filters.



Figure 36: Frame 3447 of the test video file without a filter.

5.5 Implementation

In this Section, the implementation is described. This is separated into three parts, that are described individually: The frontend, the protocol buffer and the application of the filter in the backend. For the implementation, the sliders for each colour (red, green and blue) are added in the frontend. The input value of those sliders are sent with a protocol buffer to the backend, where the values are used to set the parameters of the Melt filter `avfilter.colorbalance` before applying the filter. This results in the user-sided RGB adjustment of the video colouring, which is played back in the frontend.

Frontend

In the frontend, input sliders for the user-sided adjustment of the RGB values are added below the already existing slider for the quality adjustment. This is located in the overlay windows in the top left corner. The sliders are coloured according to their associated functions in red, green and blue. This can be seen in Figure 37.

The HTML code for the red slider can be seen below. The other sliders for green and blue work analogical. The input range is set between -100 and 100 , to divide it later by 100 to achieve a float value between -1 and 1 for the filter parameter. The default value is set to 0 . The input value from the slider then gets read out in a TypeScript file.

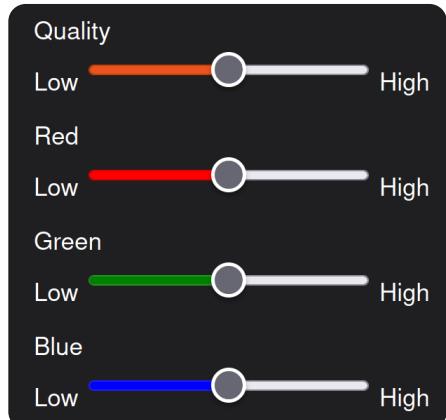


Figure 37: Sliders for RGB colour adjustment.

```

<p>
  <label for="red-slider">Red</label><br />
  Low
  <input
    type="range"
    min="-100"
    max="100"
    value="0"
    class="slider"
    id="red-slider"
  />
  High
</p>

```

The design of the sliders is defined in a CSS file: The `class` attribute of the slider uses the design setting of the pre-existing quality slider and the `id` with the value `red-slider` sets the background colour of the slider to red.

Protocol Buffer

For the data transfer between frontend and backend for the colour grading, fields and enums are added to the `.proto` file. Protocol buffers are explained in Section 3.4. The

```

syntax = "proto2";

message JitControl {
  ...
  optional float red_value = 4;
  optional float green_value = 5;
  optional float blue_value = 6;
}

enum ControlType {
  ...
  RED_VALUE = 7;
  GREEN_VALUE = 8;
  BLUE_VALUE = 9;
}

```

and blue. The input values of those sliders are read out and assigned to the enum `JITAction` in the frontend. They are then transmitted to the backend with the

values that are retrieved by the previously described sliders for the RGB value are transferred with this data structure. In the code, the message `JitControl` and the enum `ControlType` can be seen. In the message, three optional fields for the red, green and blue value are defined as `red_value`, `green_value` and `blue_value` to represent the RGB colour values. In the enum, the three constants (`RED_VALUE`, `GREEN_VALUE` and `BLUE_VALUE`) are added. Through the sliders in the frontend, users can manipulate these values for red, green

proto2 data format. The application of the Melt filters with the retrieved values is described in the following part.

Application of the Melt filter

The application of the Melt filter is implemented in the `jit.c` file. To be able to apply multiple values for the three different colour channels at once, the command needs to be sent to Melt with all of the according parameters set, else the other parameters will be overwritten with the default value 0. This refers to the achieving of mixed colour results, including for example yellow, which can be created by adjusting the red and the green colour channel. The previous values for each colour channel need to be sent to the backend together with the changed value to prevent the overwriting of the already adjusted colours with the default value. This is implemented with initializing global variables for each of the colours that are set to the current value in each call. This can be seen in the code snippet above.

```
float red_value;
float green_value;
float blue_value;
```

The application of the Melt filter with the current input values from the sliders is implemented in the function `jit_action()`, that has a Melt producer as a parameter. In the code below, the beginning of the function can be seen. The Melt properties, consumer and producer are retrieved and set. Then the filter `avfilter.colorbalance` is set. The comparison of the different filter options can be seen in Section 5.4.

```
mlt_properties properties = MLT_PRODUCER_PROPERTIES(producer);
mlt_consumer consumer = mlt_properties_get_data(properties, "transport_consumer",
    NULL);
...
mlt_producer service = mlt_producer_service(producer);
mlt_filter filter = mlt_factory_filter(service, "avfilter.colorbalance", NULL);
```

In the following code extraction, a pointer `jit_control` is declared, which casts a value into the type `JitControl`. Then, a switch statement is started, based on the value of `jit_control`. The `->` operator is used to access the type field of the `jit_control` structure and depending on the value, the execution will jump to the corresponding case within the switch statement.

```
JitControl *const jit_control = (JitControl*) value;
switch (jit_control->type) { ...
```

Three cases are implemented: One for each colour value (red, green, blue). In the following, the switch case for the adjustment of the red value is explained in more detail. The other cases work analogical.

In the code part below, the case for the red value can be seen. First, the red value that is retrieved from the slider in the frontend is assigned to the variable `red_value`. Then, an `mlt_properties` object is created for setting the filter parameters later on.

```
case CONTROL_TYPE__RED_VALUE:
    red_value = jit_control->red_value;
{
    mlt_properties filter_props_red = mlt_filter_properties(filter);
```

In the first if statement of this case, the red value is added to the filter properties. For this, the value needs to be in the input range of the filter parameter, which has to be a float between -1 and 1 . Then, a string containing the value is created, because the function `mlt_properties_set` requires the value for the filter parameter in String format. After this, the filter properties are set to this value. Three parameters per colour have to be set, because the chosen filter has the possibility of adjusting the shadows, mid tones and highlights individually. The comparison of the different filters can be seen in Section 5.4 and the described code can be seen below.

```
if (red_value >= -1.0 && red_value <= 1.0) {
    char red_value_str[20];
    snprintf(red_value_str, sizeof(red_value_str), "% .2f", red_value);
    mlt_properties_set(filter_props_red, "av.rs", red_value_str);
    mlt_properties_set(filter_props_red, "av.rm", red_value_str);
    mlt_properties_set(filter_props_red, "av.rh", red_value_str);
}
```

The previous values that are set on the sliders for the for the green and red values are saved in the variables that are declared outside of the function. In the code below, the values are set analogical to the above described red value. This is necessary to not overwrite the previously adjusted colour values.

```
if (green_value >= -1.0 && green_value <= 1.0) {
    char green_value_str[20];
    snprintf(green_value_str, sizeof(green_value_str), "% .2f", green_value);
    mlt_properties_set(filter_props_red, "av.gs", green_value_str);
    mlt_properties_set(filter_props_red, "av.gm", green_value_str);
    mlt_properties_set(filter_props_red, "av.gh", green_value_str);
}
if (blue_value >= -1.0 && blue_value <= 1.0) {
    char blue_value_str[20];
    snprintf(blue_value_str, sizeof(blue_value_str), "% .2f", blue_value);
```

```
    mlt_properties_set(filter_props_red, "av.bs", blue_value_str);
    mlt_properties_set(filter_props_red, "av.bm", blue_value_str);
    mlt_properties_set(filter_props_red, "av.bh", blue_value_str);
}
}
```

In the following code snippet, the filter and the producer get connected after which the consumer and the filter get connected aswell.

```
mlt_filter_connect(filter, service, 0);
mlt_consumer_connect(consumer, mlt_filter_service(filter));
break;
```

The above presented and described code is executed when the slider for the red value is changed in the frontend and the red value is applied to the video output in real time with the Melt framework.

The implementation of the switch case for the application of the filter for the colour adjustment of green and blue can be seen in the code below:

```

case CONTROL_TYPE__GREEN_VALUE:
green_value = jit_control->green_value;
{
    mlt_properties filter_props_green = mlt_filter_properties(filter);

    if (red_value >= -1.0 && red_value <= 1.0) {
        char red_value_str[20];
        snprintf(red_value_str, sizeof(red_value_str), "%.2f", red_value);
        mlt_properties_set(filter_props_green, "av.rs", red_value_str);
        mlt_properties_set(filter_props_green, "av.rm", red_value_str);
        mlt_properties_set(filter_props_green, "av.rh", red_value_str);
    }
    if (green_value >= -1.0 && green_value <= 1.0) {
        char green_value_str[20];
        snprintf(green_value_str, sizeof(green_value_str), "%.2f", green_value);
        mlt_properties_set(filter_props_green, "av.gs", green_value_str);
        mlt_properties_set(filter_props_green, "av.gm", green_value_str);
        mlt_properties_set(filter_props_green, "av.gh", green_value_str);
    }
    if (blue_value >= -1.0 && blue_value <= 1.0) {
        char blue_value_str[20];
        snprintf(blue_value_str, sizeof(blue_value_str), "%.2f", blue_value);
        mlt_properties_set(filter_props_green, "av.bs", blue_value_str);
        mlt_properties_set(filter_props_green, "av.bm", blue_value_str);
        mlt_properties_set(filter_props_green, "av.bh", blue_value_str);
    }
}
mlt_filter_connect(filter, service, 0);
mlt_consumer_connect(consumer, mlt_filter_service(filter));
break;

```

```

case CONTROL_TYPE__BLUE_VALUE:
blue_value = jit_control->blue_value;
{
    mlt_properties filter_props_blue = mlt_filter_properties(filter);

    if (red_value >= -1.0 && red_value <= 1.0) {
        char red_value_str[20];
        snprintf(red_value_str, sizeof(red_value_str), "%.2f", red_value);
        mlt_properties_set(filter_props_blue, "av.rs", red_value_str);
        mlt_properties_set(filter_props_blue, "av.rm", red_value_str);
        mlt_properties_set(filter_props_blue, "av.rh", red_value_str);
    }
    if (green_value >= -1.0 && green_value <= 1.0) {
        char green_value_str[20];

```

```

snprintf(green_value_str, sizeof(green_value_str), "%.2f", green_value);
mlt_properties_set(filter_props_blue, "av.gs", green_value_str);
mlt_properties_set(filter_props_blue, "av.gm", green_value_str);
mlt_properties_set(filter_props_blue, "av.gh", green_value_str);
}

if (blue_value >= -1.0 && blue_value <= 1.0) {
    char blue_value_str[20];
    snprintf(blue_value_str, sizeof(blue_value_str), "%.2f", blue_value);
    mlt_properties_set(filter_props_blue, "av.bs", blue_value_str);
    mlt_properties_set(filter_props_blue, "av.bm", blue_value_str);
    mlt_properties_set(filter_props_blue, "av.bh", blue_value_str);
}
}

mlt_filter_connect(filter, service, 0);
mlt_consumer_connect(consumer, mlt_filter_service(filter));
break;

```

6 Comparison of Video Colour Grading Results

In this Chapter, the results of the user-sided colour grading with JIT are compared to the results of the colour grading with the Melt framework CLI tool and KDEN Live, which uses the Melt framework as a backend. For the comparison, frames of the original video file, the frames created by the JIT implementation and the Melt framework and KDEN Live are compared with and without the application of filters.

To evaluate the difference in the frames and the filter application between the tested components, the frames are extracted. Those tests were run on the same computer to ensure consistency and the frames were extracted by taking screenshots of the output or pre-existing frame extraction functions. Then, the colours of the images have been subtracted from each other using the *grain extract* function in GIMP, as described in Section 2.4.

In the Figures 38 and 39, two different results of the colour subtraction can be seen. Figure 38 shows the subtraction of an image from itself. This results in a uniformly grey image, because the images are identical. Figure 39 in comparison shows the subtractions of two separate screenshots of the same frame. Small distortions can be seen, which is caused by slightly different scaling or other inconsistencies in the screenshot process. Those small differences have to be considered in the comparison, because the images can not be expected to be exactly the same, when extracting them from different sources. Two subtracted frames that have a similar result to Figure 39 can be considered as the same frames.

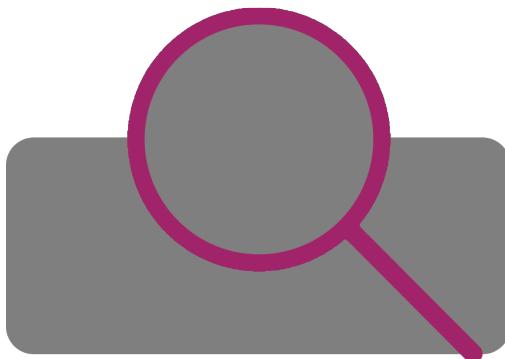


Figure 38: Colour subtraction of the same file from itself results in a uniformly grey image.

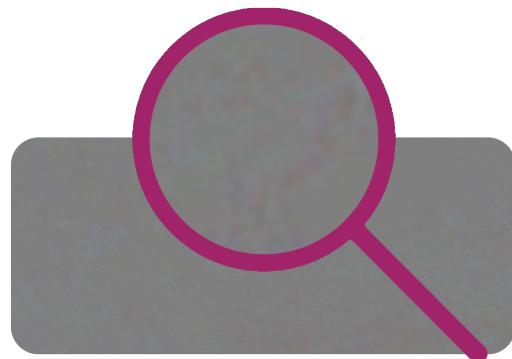


Figure 39: Colour subtraction of the same frame but a different screenshot, which results in slight distortions.

6.1 Comparison with the Melt Framework

In this Section, the results of video colour grading using the locally installed Melt framework and the in Section 5.5 described implementation with JIT are compared. Those tests are run on the same computer to ensure consistency and the frames are extracted with taking screenshots of the output from both approaches. These extracted frames are then visually inspected.

For the evaluation, a comparison between the locally installed Melt version with the `avfilter.colorbalance` filter applied and the RGB adjustment in the Accurate Player with the sliders is made. For the tests, the red value is set to the maximum with the respective method and the results will be compared and analysed below. The results and comparisons of the colours green and blue perform analogical, which can be seen in Appendix B. The filter is applied and frame 343 of the short film *Sintel* is extracted from both components. The results of the locally installed Melt framework can be seen in Figure 40, with the `avfilter.colorbalance` filter applied and the parameters for shadows, mid tones and highlights set to the maximum of 1 (`av.rs=1`, `av.rm=1` and `av.rh=1`). In comparison, the extracted frame from the Accurate Player frontend can be seen in Figure 41. This result is obtained by setting the red slider in the frontend onto the maximum value and leaving the sliders for green and blue on the default value, which corresponds to 0 in the filter application in the backend. The maximum value of the red slider gets sent to the backend and is being applied for the parameters of the filter `avfilter.colorbalance`, setting the parameters for shadows, mid tones and highlights to the maximum of 1 (`av.rs=1`, `av.rm=1` and `av.rh=1`) as well.



Figure 40: Frame 343 after the application of the maximum value for red in the Melt framework.



Figure 41: Frame 343 after the application of the maximum value for red in the Accurate Player.

In these Figures it can be seen that the red tone of the two frames visually differs. In Figure 41, the colours seem to be darker or more saturated. This is an unexpected result, because both components use the same Melt filter with the same parameters.

Considering the visual difference in the frame extractions from the two different approaches of applying the filter `avfilter.colorbalance`, the subtraction of those two frames shows more differences than the expected distortions, that were described above.

In Figure 42, the extracted frame of the Melt framework is subtracted from the frame of the Accurate Player. In this case, the result has a red tone itself, because the seemingly less red saturated frame (Figure 40) is subtracted from the seemingly more red saturated frame (Figure 41). The pixels in the Accurate Player frame have higher RGB values on the red colour channel than the corresponding pixels in the Melt framework extraction. This causes the red tone in the resulting image in Figure 42. This shows the relative differences in the red value between the two frames. The result image from the subtraction is red tinted and has no green or blue areas, which reveals that the frame of the Accurate Player has overall a more saturated red tone than the extracted frame of the Melt framework.



Figure 42: Subtraction of the same frame with filter application: Local Melt frame is subtracted from the frame of the Accurate Player.

To evaluate, if this difference is caused by the application of the filter or by other aspects, such as video compression or difference in video players, the frames from the original video file of the short film *Sintel* are compared with the frames from both methods without a filter applied to them. For this, frame 343 of the original video file is compared to the same frame extraction of the locally installed Melt framework and the Accurate Player without the application of the filter. The frame from the original video file can be seen in Figure 43.



Figure 43: Frame 343 without filter application in the original video file.

In Figure 44, the extraction of frame 343 without a filter application from the locally installed Melt framework can be seen. In comparison to this, the extracted frame from the Accurate Player without an applied filter is shown in Figure 45, which seems to be more saturated.



Figure 44: Frame 343 without filter application in the Melt framework.



Figure 45: Frame 343 without filter application in the Accurate Player.

To analyse the differences between the frames without a filter of the two methods further, another frame subtraction is conducted. Each of the frames are compared to the extraction of the original video file, to identify, which method is altering the results. In Figure 46, the subtraction of the Melt Framework frame from the original frame is visualized using the *grain extract* function. In this image, the outlines of the motive of the frame can be seen in different grey tones, which reveals, that the subtracted frames do not have the same colour values. In Figure 47 in comparison, the subtraction is done with the Accurate Player frame from the original frame. Figure 47 shows the expected result for a same output, with some differences in the grey tones but no clear outlines or fragments from the original frame motive.



Figure 46: Subtraction of the Melt frame from the original frame.



Figure 47: Subtraction of Accurate Player frame from the original frame.

The extracted frames from the different approaches display significant differences, even when no filter is applied. The results show, that the Accurate Player plays back the video more accurate than the Melt framework. These differences in the video representation without a filter application make it difficult to evaluate additional data regarding the application of filters using this method. The cause for the different display of the video frames by the Melt framework remains unclear. One possible explanation for these differences in the extracted frames could be rooted in the system environment potentially influencing the evaluation of the comparison on different

platforms. The differences could be caused by software dependencies imposed by the Melt framework or its video player.

6.2 Comparison with KDEN Live

In this Section, the results of video colour grading using KDEN Live and the in Section 5.5 described implementation with JIT are compared. In Figure 48, the list of categories for the available effects in KDEN Live can be seen. This includes the *Color and Image correction* option, which will be examined in the following. The options for the RGB colour adjustment in KDEN Live are examined and the results are compared to the frames of the Accurate Player. With those results it can be seen, if KDEN Live uses the `avfilter.colorbalance` filter or a different filter for the adjustment of the RGB values. The comparison of different filters is a difficult task, because it cannot be evaluated, which aspects of the results differ due to the different filters and which aspects are influenced by other aspects.

In the effect category *Color and Image correction* in KDEN Live, different effects for colours can be found. The list of effects in this category can be seen in Figure 49.

- Alpha, Mask and Keying
- Blur and Sharpen
- Channels
- Color and Image correction
- Deprecated
- Generate
- Grain and Noise
- Motion
- On Master
- Stylize
- Transform, Distort and Perspective
- Utility
- Volume and Dynamics

Figure 48: List of effect menus in KDEN Live.

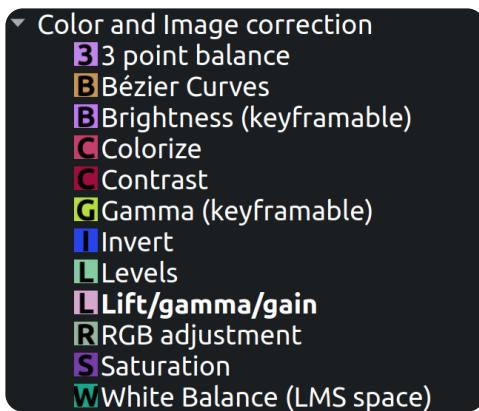


Figure 49: List of colour effects (KDEN Live).

Those effect options were examined and *RGB adjustment* is the only effect, that is adjusting the colour of the produced video with RGB values. This adjustment is implemented with sliders for red, green and blue, similar to the user-sided RGB adjustment in the Accurate Player using JIT. The other effects in the list, that can be seen in Figure 49, are not adjusting the RGB colouring of the video. For example the effect *3 point balance* might sound promising as well but refers to the adjustment of the values for black, gray and white.

In Figure 50, the RGB colour sliders of the effect *RGB adjustment* can be seen. As additional parameter, the following different actions can be chosen: Change gamma, add constant and multiply. For each of those actions a comparison through colour subtraction with the *grain extract* function in GIMP is performed. Those frames from KDEN Live are compared with the extracted frames from the Accurate Player, with the application of the filter `avfilter.colorbalance` in the backend. The frames were extracted from the Accurate Player through taking screenshots of the output and in KDEN Live the *extract frame* function was used.

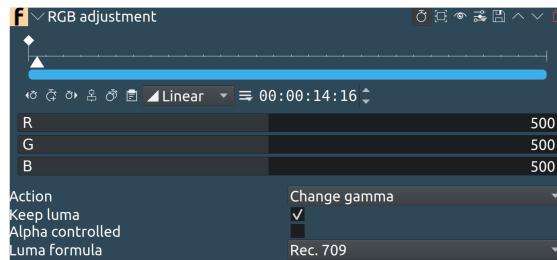


Figure 50: RGB colour adjustment in KDEN Live.

For the other additional parameters (keep luma, alpha controlled and luma formula), the default values were used for this comparison.

Change gamma

Change gamma refers to adjusting the luminance or brightness of an image or video by applying a gamma correction factor. This can be used to adapt the output to different devices. [38]

In Figure 52, the extracted frame from KDEN Live with the application of the maximum red value with the *Change gamma* action is shown. The slider for the adjustment of the colour red is set to the maximum while the other sliders remain unchanged. In comparison, the extracted frame from the Accurate Player with the maximum red value applied can be seen in Figure 51. This result is obtained by setting the red slider in the frontend onto the maximum value and leaving the sliders for green and blue on the default value. In the backend, the filter `avfilter.colorbalance` with the parameters for red shadows, mid tones and highlights to the maximum of 1 is applied (`av.rs=1`, `av.rm=1` and `av.rh=1`). This frame from the Accurate Player was shown before in Figure 41 and is displayed here again for a better visualization of the frame comparison.

The frame extraction from KDEN Live (Figure 52) is visually darker than the frame extraction from the Accurate Player (Figure 51). This leads to the assumption, that the KDEN Live effect *RGB adjusment* is not based on the functionalities of the Melt filter `avfilter.colorbalance`.



Figure 51: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 52: Frame 343 from KDEN Live with the action *change gamma* in the red filter application.

The result of the subtraction can be seen Figure 53. The Accurate Player frame was subtracted from the KDEN Live frame. The result does show green tones and no red tones, which demonstrates that the Accurate Player frame has more saturated red values than the KDEN Live frame in all areas. Because the frames differ, the outlines and fragments of the original motive of the frame can be seen.



Figure 53: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame (with the action *change gamma*).

Add constant

Adding a constant value involves increasing or decreasing the intensity of a colour channel in an image or video by a fixed amount. Assuming, the Melt filter `avfilter.colorbalance` adjusts the RGB colour channels by a fixed amount, which is set by the filter parameters, this action could lead to more similar results to the Accurate Player frame.

In Figure 55, the extracted frame from KDEN Live with the application of the maximum red value for the *Add constant* action is displayed. In Figure 54 in comparison, the extracted frame from the Accurate Player with the maximum red value applied can be seen. This frame was shown before in Figure 41 and 51 and is displayed here again to allow for a direct comparison. The adjustment of the red slider to the maximum value in the frontend leads to the application of the filter `avfilter.colorbalance` with the red parameters set to the maximum value of 1 in the backend (`av.rs=1`, `av.rm=1` and `av.rh=1`).

The KDEN Live frame extraction (Figure 55) is visually darker than the frame extraction from the Accurate Player (Figure 54) and looks similar to the frame that was created with the *Change gamma* action that was shown in Figure 52.



Figure 54: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 55: Frame 343 from KDEN Live with the action *add constant* in the red filter application.

The subtraction of those frames can be seen in Figure 56. It reveals, that the images that were created with the *Change gamma* and the *Add constant* action differ more than visually noticeable at first glance. The result of the subtraction of the Accurate Player frame from the KDEN Live frame extraction in Figure 56 shows, that the Accurate Player frame has a more saturated red value in some areas, while in other areas the KDEN Live frame extraction has a more saturated red value. The resulting image contains red and green pixels after applying the *grain extract* function for the subtraction in GIMP.



Figure 56: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *add constant*).

Multiply

Multiplying involves changing the intensity of each colour channel (red, green, blue) by a specified factor. This adjustment allows for precise control over colour balance and saturation. [29]

In Figure 58, the extracted frame from KDEN Live with the application of the maximum red value for the *Multiply* action is displayed. In comparison in Figure 54, the extracted frame from the Accurate Player with the maximum red value applied

can be seen. This frame was shown and explained before and is displayed here again to allow for a direct visual comparison of the frames.

The frame extraction from KDEN Live (Figure 58) is visually more saturated and red toned than the frame extraction from the Accurate Player (Figure 54).

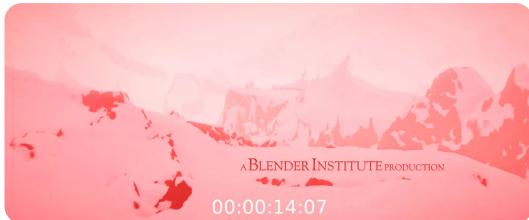


Figure 57: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 58: Frame 343 from KDEN Live with the action *Multiply* in the red filter application.

In Figure 59, the subtraction of the Accurate Player frame extraction from the KDEN Live frame can be seen. This subtraction result shows a mostly red picture, caused by the high red values in the KDEN Live frame. In the green areas on the other hand, the Accurate Player frame had a more saturated red value than the KDEN Live frame. This is presumably caused by the darkness of those areas in the frame that was extracted from KDEN Live.



Figure 59: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *Multiply*).

6.3 Conclusion of the Filter Comparison

In this Chapter, the results of the user-sided colour grading with JIT were compared to the results of the colour grading with the Melt framework CLI tool and KDEN Live, which uses the Melt framework as a backend.

In Section 6.1, the results of video colour grading using the locally installed Melt framework and the implementation with JIT were compared. The results in this comparison display significant differences, even when no filter is applied. The results of the comparison with the original video frame and without a filter application reveal that the Accurate Player plays back the original video more accurately than the Melt framework. These differences in the video representation without a filter application make it difficult to evaluate additional data regarding the application of filters using this method. The cause for the differences of the video frames by the Melt framework remains unclear. One possible explanation for these differences in the extracted frames could be rooted in the system environment potentially influencing the evaluation of the comparison on different platforms. The differences could be caused by software dependencies influencing the Melt framework or its video player.

Additionally, the comparison with KDEN Live did not show the same results as the filter application in the Accurate Player either. The results of the visual comparisons, functionalities and colour subtractions lead to the assumption that the KDEN Live effect *RGB adjustment* is not using the Melt filter `avfilter.colorbalance` to adjust the RGB values but a different filter. The comparison revealed the different options and functionalities that arise with the use of different Melt filters and techniques, but those techniques make KDEN Live unsuitable for further comparisons with the implementation of this thesis project.

Those significant differences in the compared frames show the complexity of the topic of colour adjustment and representation. For this thesis project, all tests were run on the same device to ensure consistency. Ensuring a consistent output across various platforms and devices adds even more complexity to the task of colour representation and video streaming. Additionally it was revealed, that there are many different ways to achieve similar results or functionalities in the topic of video colour grading. Many parameters and aspects have to be taken into consideration. This confirms the necessity for user-sided colour adjustment for a more customizable video streaming experience and satisfying results.

7 Conclusion

In this Chapter, a summary of this thesis project, its contributions as well as its limitations are described. Afterwards, opportunities for future work are introduced and examined.

7.1 Summary

This thesis project lays in the field of multimedia processing in real-time, regarding the adjustment of the RGB values of a video with JIT using the Melt framework as a backend. This solution was implemented in Codemill's Accurate Player and using WebRTC as a data channel.

In this thesis, background knowledge on colour theory and representation (Chapter 2) and the technical background, especially the structure and usage of the Melt framework were given. Additionally protocol buffers and other streaming components were introduced in Chapter 3.

This thesis project explored two research questions. The first question aimed to evaluate the feasibility of the real-time colour grading with JIT and the Melt framework. The implementation as described in Chapter 5 confirms that it was achievable. To select the most suitable Melt filter for the RGB adjustment, a comparison of different Melt filters was conducted. The selected filter is the `avfilter.colorbalance` filter, which can be used to adjust the RGB values of the highlights, mid tones and shadows of a video individually.

The second research question considers the comparison of video colour grading results with Melt filters that were applied on different platforms. The compared platforms are the Accurate Player RGB adjustment, that was implemented in this thesis project with the locally installed Melt framework, and KDEN Live (Chapter 6). The comparison with the local version of the Melt framework revealed an interesting result: The extracted frames display significant differences, even without the applications of filters. This showed that the Accurate Player is presenting the original videos files more accurately than the Melt framework does. The comparison with KDEN Live did not show the same results as the filter application in the Accurate Player either and the results of the colour subtractions lead to the presumption that KDEN Live is using a different Melt filter for the adjustment of the RGB values. Those significant differences in the compared frames emphasize the complexity of the topic of colour adjustment and representation. Additionally it was revealed, that there are many different ways to achieve similar results or functionalities in the topic of video

colour grading. Many parameters and aspects have to be taken into consideration. This confirms the necessity for user-sided colour adjustment for a more customizable video streaming experience to achieve satisfying results.

7.2 Contributions and Limitations

Regarding the contributions, the implementation of the RGB adjustment shows the feasibility of applying filters in real-time using the Melt framework. This contributes to the advancement of the field of real-time multimedia processing.

Through the comparison of different Melt filters for RGB adjustment, this thesis project provides insights into the suitability of various Melt filters. Additionally, different options for Melt filters that exceed the area of RGB adjustment can be seen in Appendix C. This contributes to the knowledge regarding the selection of Melt filters and gives an overview of different tasks using the Melt framework.

By examining discrepancies in the colour representation and RGB adjustment across different platforms, it is shown that there are various options to implement a solution for user-sided RGB adjustment. It is also revealed that the Accurate Player displays video files more precisely than the Melt framework's video player.

Regarding the limitations, the results are limited to a specific implementation of real-time RGB adjustment within the Melt framework. The findings and conclusions can not be generalized to other streaming scenarios or platforms. Additionally, the application of different Melt filters that do not focus on the adjustment of the RGB values, including audio filters, might not be comparable. Another aspect that needs to be considered is that the system's environment might have influenced the evaluation of the comparison on different platforms. The frames that were extracted from the locally installed version of the Melt framework and the Accurate Video frontend showed visible differences. The cause of those differences remains unclear, but it could be caused by software dependencies imposed by the Melt framework or its video player.

7.3 Future Work

In this Section, different opportunities for future work are discussed. This includes the implementation of video presets, options for advances video processing improvements in the user interface and the application of audio filters.

Video Presets

Video presets, also known as video filters, video effects or Look-Up-Tables (LUT), are pre-configured settings or adjustments that can be applied to videos to achieve specific visual styles or effects. These presets often include templates for colour grading. Video presets are commonly used in video editing software and social media platforms. They provide the user with options to customize their videos easily. [22] One example of video presets can be seen in Figure 60, where the presets in Adobe Premiere Pro with the *Magic Bullet Looks* plug-in are shown. [1, 39]



Figure 60: Preset overview in Adobe Premiere Pro with the plug-in *Magic Bullet Looks*. [1, 39]

Implementing options for the application of those presets is an interesting opportunity for future work. To implement this, different Melt filters can be used or combined. Different options for those Melt filters as video preset filters can be seen in Appendix C.

Advanced Video Processing

With the implementation of options for advanced video processing tools, other opportunities arise. An online video editing tool with a Melt backend could be implemented. The functionalities could include the cutting of video clips, the application of above described video presets and the manual adjustment of individual video and audio parameters.

Improvements of the User Interface

Improvements of the user interface can be implemented to make the adjustment of the RGB colours more intuitive. This could involve a preview of the colour that is being created by adjusting the RGB sliders and then applied to the video. An example for this preview can be seen in Figure 61. To decide which changes in the user interface enhance the usability of the colour adjustment and feel intuitive for the user, extensive testing and user studies could be conducted.

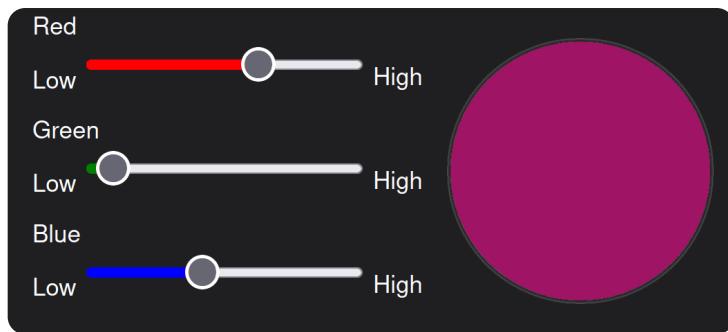


Figure 61: Example for the preview of the colour, that is being created by adjusting the RGB sliders and then applied to the video.

In addition to this, the above described future work opportunities of implementing video presets or an online video editing tool need a design for the user interface as well, to guarantee the usability.

Performance Evaluation

In this thesis project, the results of different methods of applying Melt filters were visually compared. Another interesting aspect is the comparison of the performance of those different methods. For this, the runtime as well as the memory usage could be interesting parameters to observe. To ensure accuracy, a separate system or server would be needed, which should be isolated from other processes to prevent interference. Monitoring tools can be used to track the resource usage. Those tests can be run on test cases that were developed to represent typical scenarios or more specialized test cases for information with specific restrictions and conditions. It would be interesting to vary parameters such as the video file size or the amount of applied filters. This data can then be statistically analysed.

Audio Filter

This thesis project focusses on the application of visual filters to a video, especially the adjustment of the RGB values. Aside from this, audio processing plays a role in the processing of videos, too. Similar to the visual content, the audio can enhance the experience and evoke emotions in the viewer. Audio filters can also be used to improve the quality of the recorded audio for example by applying noise suppression or to add context to a scene by adding fitting surrounding noises. In addition to this, simple aspects including the volume or tone can be modified. The list of filters on the Melt website contains the available audio filters, too. [33] The implementation of the audio filter integration is an interesting option for future work. To compare different audio filters, the according sound waves of a track could be read out and compared.

In this thesis project, insights on multimedia processing, colour theory and the Melt framework have been gained and contributions have been made to the field. This lead to various options for future work projects.

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A README

A.1 Accurate-Player-3

The README-file of the Accurate-Player-3 code was referenced as [8] and is included for transparency in the following.

```
1 # Accurate Player 3 Monorepo
2
3 This monorepo contains all packages related to Accurate Player 3. Packages are located
4 in the `packages` folder:
5
6 - `core` - Core player functionality used by all players
7 - `progressive` - Player that plays videos using \[progressive download\]
https://en.wikipedia.org/wiki/Progressive\_download
8 - `hls` - Player that plays videos using \[HTTP Live Streaming\]
https://en.wikipedia.org/wiki/HTTP\_Live\_Streaming
9 - `dash` - Player that plays videos using \[Dynamic Adaptive Streaming over HTTP\]
https://en.wikipedia.org/wiki/Dynamic\_Adaptive\_Streaming\_over\_HTTP
10 - `abr` - Player that plays both HLS and DASH videos
11 - `cutlist` - Player that plays videos from a cut list using progressive download
12 - `plugins` - Player plugins
13 - `timecode` - Utilities for parsing/manipulating video timecodes
14 - `license-client` - License validation client
15 - `demo` - Player and plugin demos
16
17 `core` contains the basic player logic, interfaces and playback controllers.
18 It relies heavily on logic from `timecode`.
19
20 `core` itself doesn't contain much logic, playback is handled by playback controllers
21 and `plugins` empower the player.
22
23 ## Commands
24
25 - `yarn` - Installs dependencies.
26 - `yarn build` - Builds all packages. Production build. Minified source code and no
27 source maps.
28 - `yarn build:dev` - Builds all packages. Development build. No minification of source
29 code and includes source maps.
30 - `yarn build:watch` - Builds all packages but `demo` in watch mode (rebuilds on file
31 changes). Development build.
32 - `yarn build:docs` - Builds documentation.
33 - `yarn build:demo` - Builds demos.
34 - `yarn test` - Runs all tests
35 - `yarn test:coverage` - Runs all tests and generate \[istanbul\]
https://istanbul.js.org/ coverage reports.
36 - `yarn lint` - Checks all source for lint errors
37 - `yarn lint:fix` - Checks all source for lint errors and tries to fix all errors that
38 can automatically be fixed.
39 - `yarn start` - Starts builds in watch mode in all packages and starts the `demo`
40 -package on http://localhost:5000
41 - `yarn clean` - Clears all build folders and removes all installed packages.
42
43 See complete list of commands in `package.json`
44
45 **Note** IDE will not find related packages before they've been built.
46
47 # Development
48
49 To start only a subset of the packages with `yarn start` (or any other command) you
50 can leverage `lerna`'s
51 filter options, full documentation \[here\]
https://github.com/lerna/lerna/tree/main/core/filter-options.
52
53 Some examples:
54
55 Start plugins and the demo package:
56
57 `````
58 yarn start --scope "*/plugins" --scope "*/demo"
59 ``````
60
61 Start the progressive player package with all it's dependencies:
62
63 `````
64 yarn start --scope "*/progressive" --include-dependencies
65 ``````
66
67 This feature is useful to not start every package during development to speed things
```

```

up.

60
61 ## JIT Demo
62
63 There are some environment variables used for the Jit demo
64
65 - `JIT_BACKEND`: Specify backend for Jit, can either be a complete url (eg
`http://127.0.0.1:8080`) or
66   or just an ip (eg `127.0.0.1`), in which case `http://` and `:8080` is added
   automatically.
67 - `AP_KEY`: Specify ap license key to use
68
69 Example command to start: `env JIT_BACKEND=127.0.0.1 AP_KEY=ABCD yarn start`
70
71 ## Test without publishing
72
73 We can test changes locally without the need of publishing changes to nexus npm
repository.
74
75 ### Using npm pack
76
77 Run `npm pack` inside the appropriate package (e.g. packages/core) to create a local
archive `codemill-accurate-player-core-x.y.z.tgz`.
78 Install it where needed by running `npm install path/to/*.tgz`.
79
80 ## Release
81
82 ### Test release
83
84 To create a prerelease unique to your current branch, run:
85
86 ````
87 yarn release:pre
88 ````
89
90 ### Normal release
91
92 Release using
93 `yarn increment -- pre{major|minor|patch}`
94 or just
95 `yarn increment`
96 selecting version manually
97
98 See {RELEASE.md} (RELEASE.md)
99

```

A.2 JIT-WebRTC

The README-file of the JIT-WebRTC code was referenced as [11] and is included for transparency in the following.

```
1 # jit-webrtc
2
3 Live Transcoder with WebRTC output
4
5 ## Design
6
7 The system consists of four "moving parts": three on the backend (`melt`, `main.py` and `session-service`)
8 and one on the frontend (website with a JavaScript/WebRTC client).
9
10 ~~~
11      +-----+      +-----+      +-----+
12      |       | init | | init | |
13      |       |<----| session |<----|
14 +-----+ AVI |       |           |       |
15 |       |----->|       +-----+       |
16 |       | metadata |           video |
17 | melt |----->| main.py |----->| browser |
18 |       | control |           audio |
19 |       |<-----|           ----->|       |
20 +-----+           |           metadata |
21           |           ----->|       |
22           |           |           control |
23           |           |<-----|       |
24           +-----+           +-----+
25 ~~~
26
27 `melt` is used to decode input files and perform rendering.
28 It is the command line interface (CLI) for the \[MLT framework\]
\(https://mltframework.org/\),
29 a popular framework for many free software non-linear editors (NLEs).
30
31 Control commands are sent from the browser to `main.py` via a WebRTC data channel,
32 and then from `main.py` to `melt` via a stdout/stdin.
33 `melt` in turn sends an AVI stream with rendered video and audio to `main.py` via a
34 named pipe,
35 and status messages and metadata is sent to `main.py` via another named pipe.
36
37 `main.py` will extract audio and video from the incoming AVI stream and encode them
38 for sending to the browser via WebRTC.
39 It has the ability to extract specific channels from the rendered audio, to be
40 rendered to an stereo stream for WebRTC.
41 It does not appear to be possible to encode surround sound for WebRTC, despite WebRTC
42 using the Opus codec which is surround capable.
43 This may be a limitation in `aiortc`, in WebRTC or in the browser, or all three.
44
45 The JavaScript client receives metadata from `main.py` and sends commands and ping
46 replies in return over the control channel.
47 It also receives and plays audio and video.
48
49 `main.py` and `melt` is started once for each JIT session, and media is presented to
50 it on startup.
51 `session` is a Java-based service that presents a REST api that can be used to start a
52 new JIT session given a description of
53 the media to use. It also has support for managing a full ASG cluster on AWS, and
54 distribute new JIT sessions on the instances in
55 the ASG.
56
57 For more information on each component see:
58 * [`melt`](https://github.com/sirf/mlt.git)
59 * [`main.py`](jit/README.md)
60 * [`session`](session/README.md)
61 ## Development
62
63 For development and quick testing without the session service, on can either start JIT
64 as a docker, or run JIT directly on your computer.
65 The latter has some problems if you're on an Apple ARM.
66
67 Run the docker:
68
69 `docker/main/main.sh --threads 16 --port 8080 $VIDEOFILE`
```

```

62
63 Where `'$VIDEOFILE` is either a local path or a URL. `threads` and `port` are both
64 optional, with current default values set to 72 threads and port 8080.
65 To run JIT directly, see [`jit/README.md`](jit/README.md).
66
67 ### Open Docker IPs
68
69 Your Docker container will get an IP in the style of 172.17.0.*. Using e.g. Docker CE
70 on Linux this IP will be reachable from outside the container.
71 However, on Docker Desktop for Mac, this IP will not be opened.
72 This will cause problems. There is a service that can fix this. You **install and
activate it once** by doing this:
73
74
75 # Install via Homebrew
76 brew install chipmk/tap/docker-mac-net-connect
77
78 # Run the service and register it to launch at boot
79 sudo brew services start chipmk/tap/docker-mac-net-connect
80
81
82 ## Deployment
83
84 Currently the only way supported for deployment is by using EC2 instances on AWS. An
85 AMI is created by CI on release, containing a
86 local instance of the `session-service`, together with `main.py`, `melt` and anything
87 else needed to start JIT processes on the EC2
88 instance. For more information about what the AMI contains, and how configuration can
89 be fed to it see [`ami/README.md`](ami/README.md).
90
91 ### Terraform
92
93 Terraform modules are supplied that simplify setup of either single EC2 instances or a
94 full ASG cluster of instances, including
95 `session-service` running as an orchestrator on ECS. See [`terraform/README.md`](terraform/README.md)
96 for more information on
97 available modules, their parameters and outputs.
98
99

```

B Comparison on all Colour Channels

Comparison with the Melt Framework

Red



Figure 62: Frame 343 after the application of the maximum value for red in the Melt framework.



Figure 63: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 64: Subtraction of the same frame with filter application: Local Melt frame is subtracted from the frame of the Accurate Player.

Green



Figure 65: Frame 343 after the application of the maximum value for green in the Melt framework.



Figure 66: Frame 343 after the application of the maximum value for green in the Accurate Player.



Figure 67: Subtraction of the same frame with filter application: Local Melt frame is subtracted from the frame of the Accurate Player.

Blue

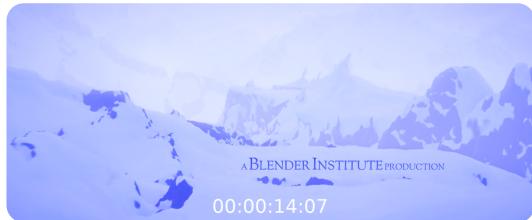


Figure 68: Frame 343 after the application of the maximum value for blue in the Melt framework.



Figure 69: Frame 343 after the application of the maximum value for blue in the Accurate Player.



Figure 70: Subtraction of the same frame with filter application: Local Melt frame is subtracted from the frame of the Accurate Player.

Comparison with KDEN Live

Change gamma

Red



Figure 71: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 72: Frame 343 from KDEN Live with the action *change gamma* in the red filter application.



Figure 73: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame (with the action *change gamma*).

Green



Figure 74: Frame 343 after the application of the maximum value for green in the Accurate Player.



Figure 75: Frame 343 from KDEN Live with the action *change gamma* in the green filter application.



Figure 76: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame (with the action *change gamma*).

Blue



Figure 77: Frame 343 after the application of the maximum value for blue in the Accurate Player.



Figure 78: Frame 343 from KDEN Live with the action *change gamma* in the blue filter application.



Figure 79: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame (with the action *change gamma*).

Add constant

Red



Figure 80: Frame 343 after the application of the maximum value for red in the Accurate Player.

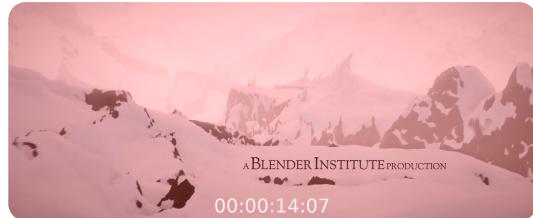


Figure 81: Frame 343 from KDEN Live with the action *add constant* in the red filter application.



Figure 82: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *add constant*).

Green



Figure 83: Frame 343 after the application of the maximum value for green in the Accurate Player.



Figure 84: Frame 343 from KDEN Live with the action *add constant* in the green filter application.



Figure 85: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *add constant*).

Blue

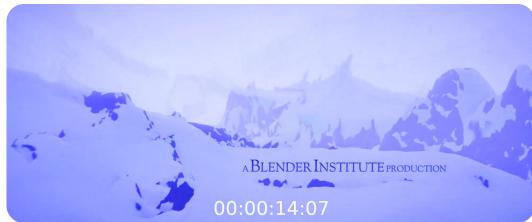


Figure 86: Frame 343 after the application of the maximum value for blue in the Accurate Player.

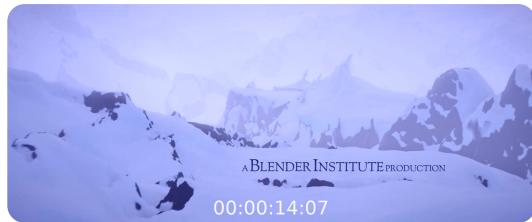


Figure 87: Frame 343 from KDEN Live with the action *add constant* in the blue filter application.



Figure 88: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *add constant*).

Multiply

Red



Figure 89: Frame 343 after the application of the maximum value for red in the Accurate Player.



Figure 90: Frame 343 from KDEN Live with the action *Multiply* in the red filter application.



Figure 91: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *Multiply*).

Green



Figure 92: Frame 343 after the application of the maximum value for green in the Accurate Player.



Figure 93: Frame 343 from KDEN Live with the action *Multiply* in the green filter application.



Figure 94: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *Multiply*).

Blue



Figure 95: Frame 343 after the application of the maximum value for blue in the Accurate Player.



Figure 96: Frame 343 from KDEN Live with the action *Multiply* in the blue filter application.



Figure 97: Subtraction of the two frames: Accurate Player frame is subtracted from the KDEN Live frame extraction (with the action *Multiply*).

C Different Melt Filters

In the following, different Melt filters, that influence the visual appearance of a video are listed. This list does not contain every filter and it the applied parameters for the different filter results vary. This is not a complete listing or analysis of the Melt filters but an overview over many of the filters and the options that arise from combining them or adapting the parameters. The complete list of filters without visual examples can be found on the Melt web site. [34]

