

# Image quality assessment

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- 1 Introduction
- 2 Distortion: full reference image quality assessment
- 3 Perceptual quality: no reference image quality assessment
- 4 Perception-distortion tradeoff
- 5 Conclusion

Why do we want to measure image quality?

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- To evaluate the result of an image transformation
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We will only consider here the second and third use cases.

# Notations

- $X, x$  : ground-truth image set, original image

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- $f_{\theta}$  : image transformation parameterized by vector  $\theta$

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# Pixel-wise comparisons

- Mean squared error, PSNR
- Mean absolute error

# Taking structure into account: SSIM

## Idea

The measure is based on this quantity:

$$\left[1 - \frac{(\mu_x - \mu_y)^2}{\mu_x^2 + \mu_y^2}\right] \times \left[1 - \frac{(\sigma_x - \sigma_y)^2}{\sigma_x^2 + \sigma_y^2}\right] \times \frac{\sigma_{xy}}{\sigma_x \sigma_y}$$



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## Structure similarity index measure

$$SSIM(x, y) = \frac{2\mu_x\mu_y + c_1}{\mu_x^2 + \mu_y^2 + c_1} \times \frac{2\sigma_{xy} + c_2}{\sigma_x^2 + \sigma_y^2 + c_2}$$

where  $c_1$  and  $c_2$  are conveniently chosen strictly positive constants to avoid numerical problems.

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## Structure similarity index measure

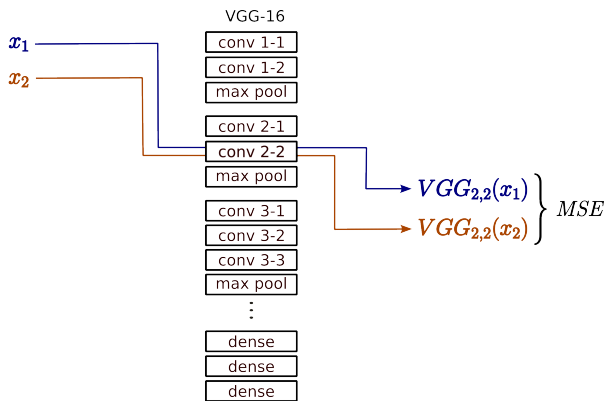
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where  $c_1$  and  $c_2$  are conveniently chosen strictly positive constants to avoid numerical problems.

## Remarks

- Typically applied within a sliding window.
- Several variants exist, like the multi-scale SSIM.

# Using artificial neural networks



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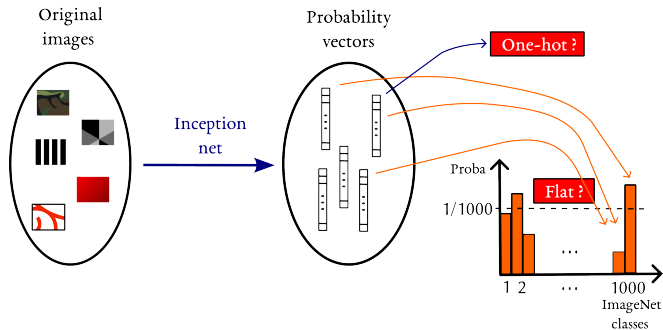
# Classical methods

- Many methods: CBIQ, LBIQ, BLIINDS-II, DIVINE, BRISQUE, TMIO, NIQE [Mittal et al., 2013]

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- Generally based on natural image statistics

# Inception score [Salimans et al., 2016]



## Fréchet inception distance [Heusel et al., 2017]



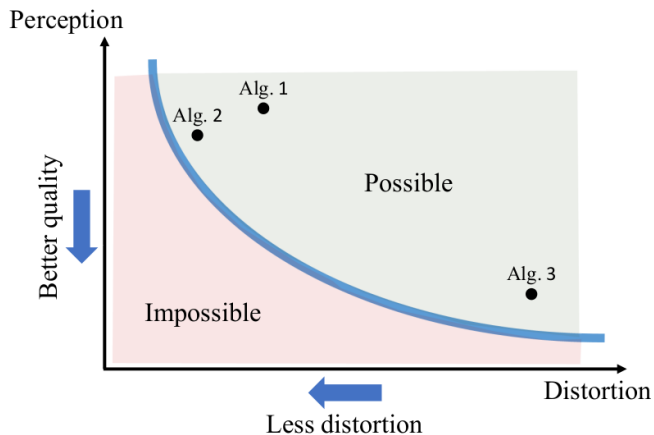
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# Observation [Blau and Michaeli, 2018]



# Perception-distortion tradeoff [Blau and Michaeli, 2018]



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## Distortion, perception

- Distortion between  $X$  and  $\hat{X}$ :  $E[\Delta(X, \hat{X})]$

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- $\Delta$  : distortion measure.
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## Distortion, perception

- Distortion between  $X$  and  $\hat{X}$ :  $E[\Delta(X, \hat{X})]$
- Perception :  $d(p_X, p_{\hat{X}})$



# Theorem

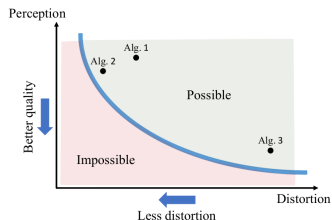
## Perception-distortion function

$$P(D) = \min_{p_{\hat{X}|Y}} d(p_X, p_{\hat{X}}) \quad s.t. \quad E(\Delta[X, \hat{X}]) \leq D$$

# Theorem

## Perception-distortion function

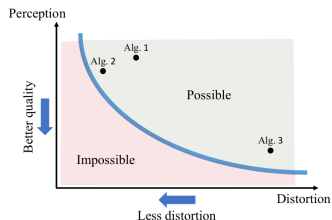
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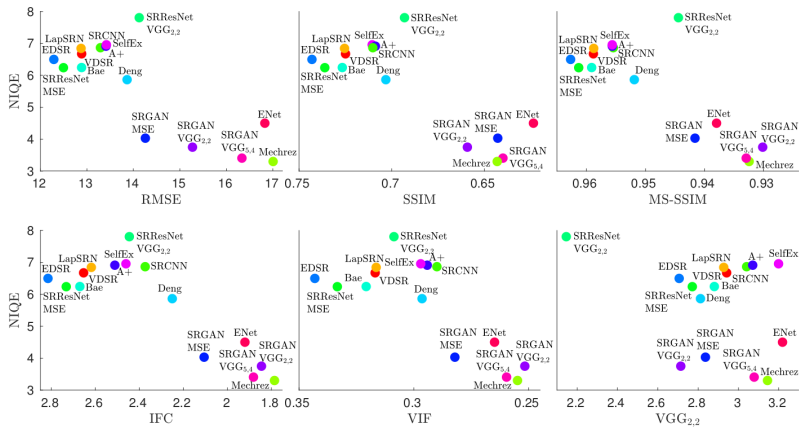
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## Theorem

If the divergence  $d$  is convex in its second argument (which is the case for most common divergences) then  $P(D)$  is monotonically non-increasing and convex.

# Experiments



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# Conclusion

- The tradeoff depends on the application

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- In practice: choose an acceptable distortion, and try to optimize perceptual quality

# References I

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