

## **HeatMap :**

HeatMap is a tool which takes input parameters and performs color overlay based on peak signal to noise ratio(PSNR).

## **Why HeatMap Tool :**

Overlay helps in seeing one or more bad frame in a sequence, a region within a frame, block or a group of blocks with a region, which may or may not be easily detectable to the naked eye.

## **Support :**

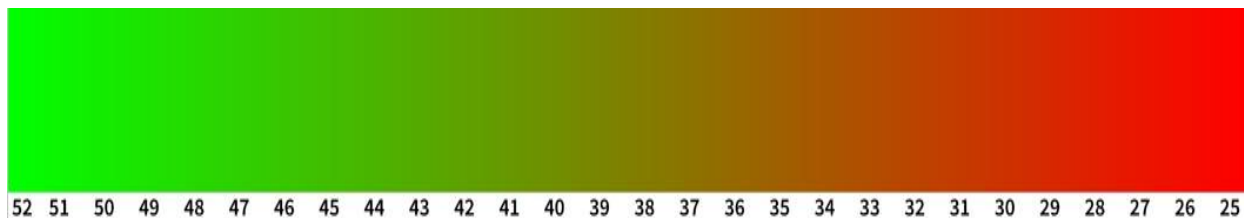
Chroma format : 420 only

Bitdepth : 8

PlanarYUV

NOTE : 422, 10bit support could be added later

## **Color Scale :**



## **Sample Usage**

Linux :

```
HeatMap -r reference_input.yuv -o original_input.yuv -w width -h height -f  
number_of_frames -b block_size
```

Windows :

```
HeatMap.exe -r reference_input.yuv -o original_input.yuv -w width -h height -f  
number_of_frames -b block_size
```

## Sample OutPut:

We can get output for different block sizes but for reference we are attaching screen shot for block size 4, 8 and 32



Original



HeatMapped(b=4)



HeatMapped(b=8)



HeatMapped(b=32)