

Lossy Compression of Natural HDR Content based on Multi-Component Transform Optimization

Miguel Hernández^{*}, Victor Sanchez^{*},
Francesc Aulí-Llinàs[†] and Joan Serra-Sagrilà[†]



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Compression

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Compression

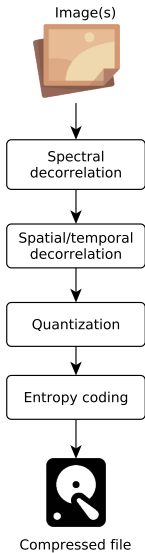
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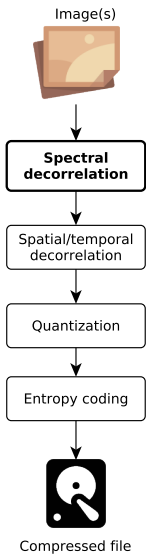
Unrealistic values... because of compression!

↑bit-depth (HDR) \Rightarrow ↑need for compression

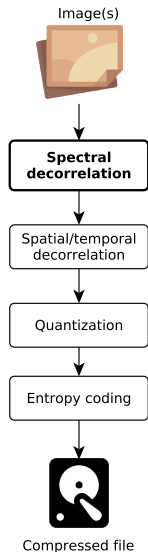
MCT Optimization



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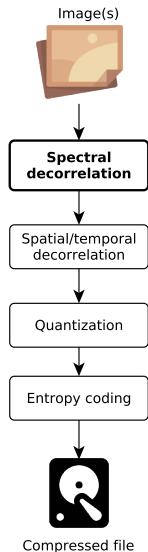
MCT Optimization



Linear **Multi-Component Transforms** (MCTs):

- decorrelate (color) components
 - compact energy
 - low complexity
- ⇒ improve coding performance

MCT Optimization



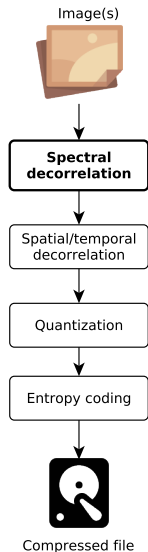
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JPEG2000 + MCT Optimization: good on LDR

- Natural LDR: +4% PSNR
- Microscopy LDR: +6% PSNR

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MCT Optimization for HDR contents?

Contents

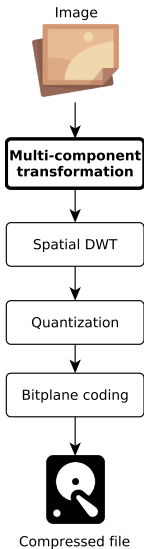
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- 2 Compression of HDR data
- 3 Experimental results

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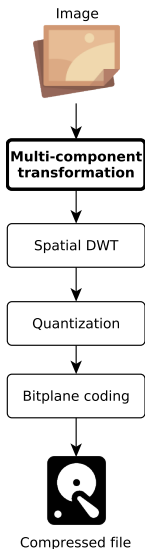
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Linear MCTs

Focus on JPEG2000



Linear MCTs

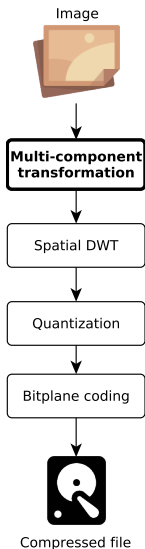


Focus on JPEG2000

Focus on **linear** MCTs:

$$\begin{pmatrix} u_i \\ v_i \\ w_i \end{pmatrix} = \mathbf{M} \begin{pmatrix} r_i \\ g_i \\ b_i \end{pmatrix} \quad \forall \text{ pixel } (r_i, g_i, b_i),$$

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where

$$\mathbf{M} = \begin{pmatrix} m_{1,1} & m_{1,2} & m_{1,3} \\ m_{2,1} & m_{2,2} & m_{2,3} \\ m_{3,1} & m_{3,2} & m_{3,3} \end{pmatrix} \in M_{3 \times 3}(\mathbb{R})$$

Existing Approaches

Approaches to MCTs:

- Static MCTs
- Data-dependent MCTs

Existing Approaches

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- Our MCT optimization framework

Our approach

Don't minimize correlation, mutual information

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Do { minimize distortion of reconstructed images

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$$\operatorname{argmin}_{MCT} \text{EVALUATEMSE}(MCT)$$

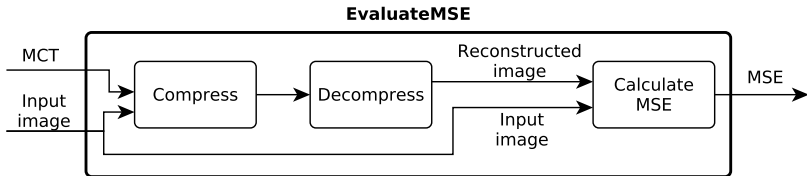
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Cost function



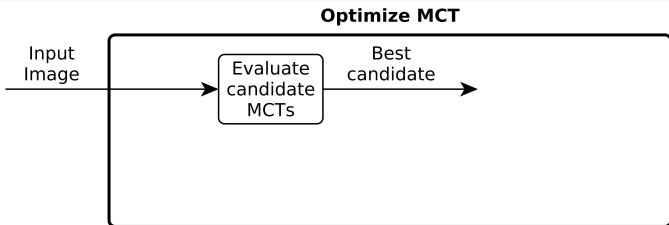
MCT optimization

Analytical EVALUATEMSE: **intractable** \Rightarrow **numerical optimization**

MCT optimization

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High-level description

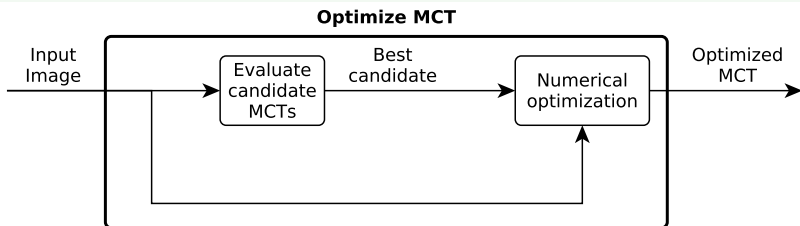


- 1 Find best candidate

MCT optimization

Analytical `EVALUATEMSE`: intractable \Rightarrow numerical optimization

High-level description



- 1 Find best candidate
- 2 Apply Powell's method

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Original MCT Optimization designed for:

- 8-bit integer images
- 3 components (R,G,B)

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How to apply on HDR data?

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How to apply on HDR data?

- Color-graded HDR
- Scene radiance
- Bayer CFA mosaics

Color-graded HDR

- 0.005-4000 cd/m² Rec.2020
- RGB, 1920 × 1080
- 16-bit integers

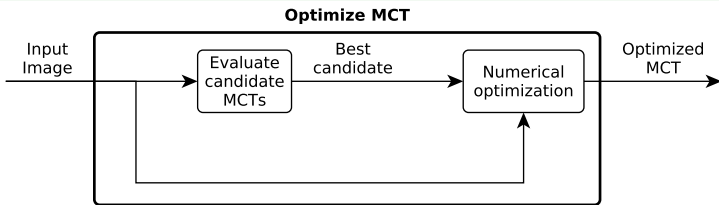


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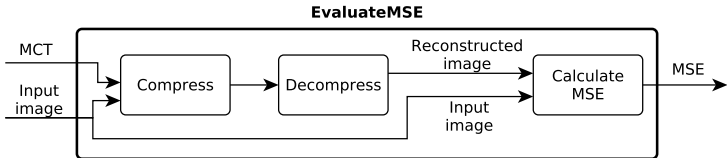
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Modifications:

Cost function



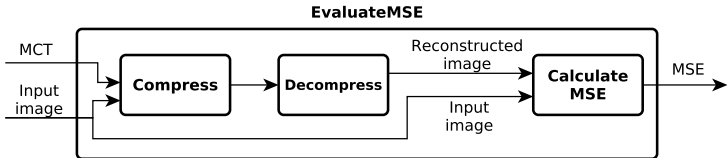
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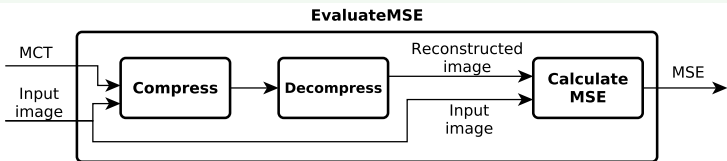
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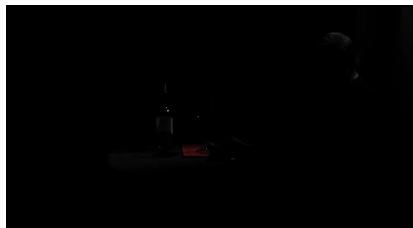
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- ✓ JPEG2000 supports 16-bit images

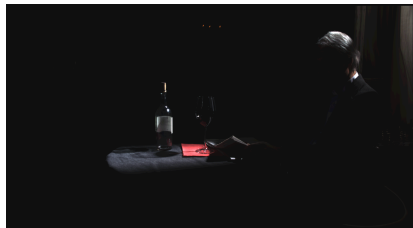
Scene Radiance HDR

- Raw video footage
- Needs to be “developed”
- 16-bit floats



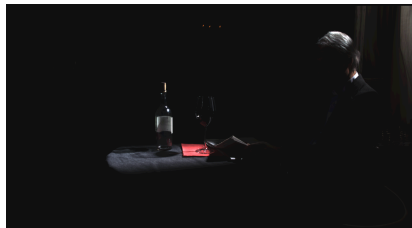
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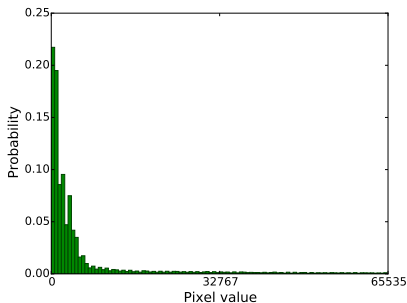
Scene Radiance HDR

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- 16-bit *floats*
 - 1 bit sign
 - 5 bit exponent
 - 11 bit mantissa



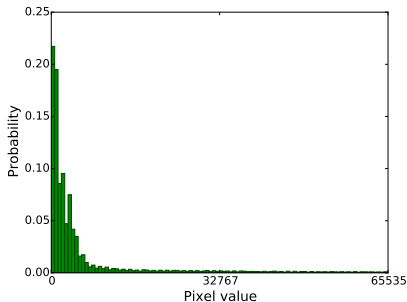
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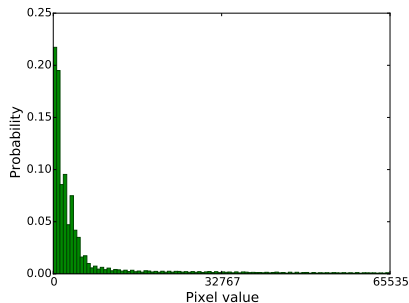


Modifications:

- 1 [Xu2005] Apply $y = \log_2(x - x_{\min} + 1)$
- 2 [Xu2005] Uniform quantizer: *float* → *integers*
map $[y_{\min}, y_{\max}] \rightarrow [0, 2^{16} - 1]$

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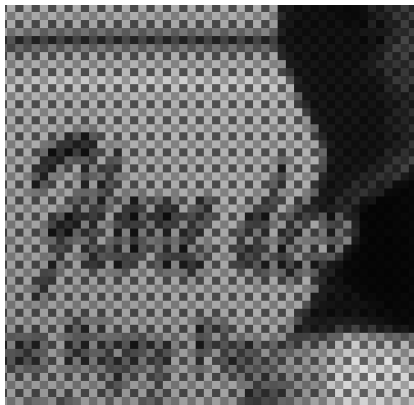


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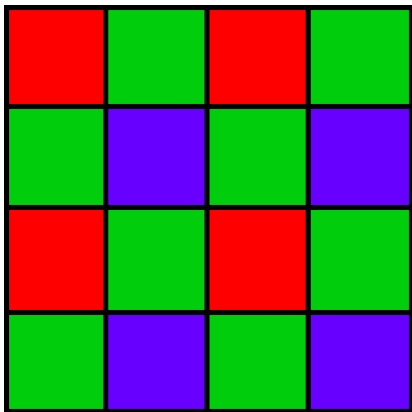
Bayer CFA Mosaics

- Raw camera output
- 10-14-bit integers
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Modifications:

- 1 Split into 4 components

Following [Koh2003]:

$$\begin{array}{|cccc|} \hline r_{0,0} & G_{0,0} & r_{0,1} & G_{0,1} \\ \hline g_{0,0} & b_{0,0} & g_{0,1} & b_{0,1} \\ \hline r_{1,0} & G_{1,0} & r_{1,1} & G_{1,1} \\ \hline g_{1,0} & b_{1,0} & g_{1,1} & b_{1,1} \\ \hline \end{array}$$



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Modifications:

- 1 Split into 4 components
- 2 Optimize 4×4 matrix

$$\begin{pmatrix} m_{0,0} & m_{0,1} & m_{0,2} & m_{0,3} \\ m_{1,0} & m_{1,1} & m_{1,2} & m_{1,3} \\ m_{2,0} & m_{2,1} & m_{2,2} & m_{2,3} \\ m_{3,0} & m_{3,1} & m_{3,2} & m_{3,3} \end{pmatrix}$$



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- ✓ JPEG2000 supports 4×4 MCTs



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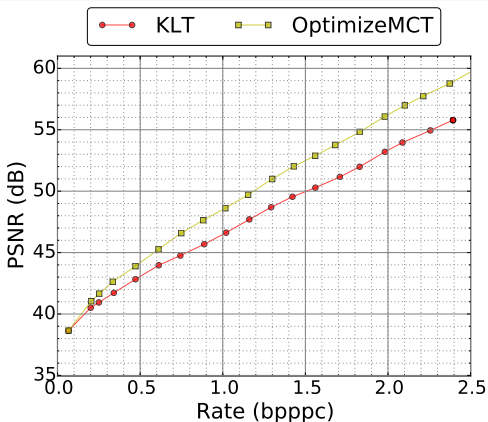
Color-graded HdM-HDR-2014



- Froehlich et al.'s **Color-graded HdM-HDR-2014**
- 16 sequences, 10 frames/sequence = 160 images
- 1920×1080 , 16-bit int, RGB

Color-graded HdM-HDR-2014

RD for Beerfest frame



- Gains across all bitrates
- \uparrow rate \Rightarrow \uparrow gain

Color-graded HdM-HDR-2014

Results for medium bitrates (160 images):

Avg. Rate	KLT	No MCT	OST	OptimizeMCT
0.962 bpp				

Color-graded HdM-HDR-2014

Results for medium bitrates (160 images):

Avg. Rate	KLT	No MCT	OST	OptimizeMCT
0.962 bpp	44.86 dB (anchor)	44.17 dB -1.55%	44.03 dB -1.86%	45.15 dB +0.63%

Color-graded HdM-HDR-2014

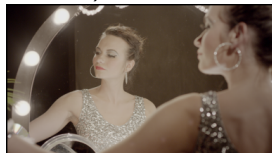
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- OptimizeMCT > KLT, OST
- Better for all images

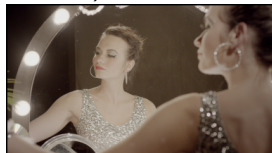
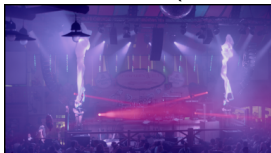
Largest/smallest improvements

Largest improvements (1.44% – 1.77%)

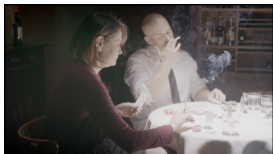


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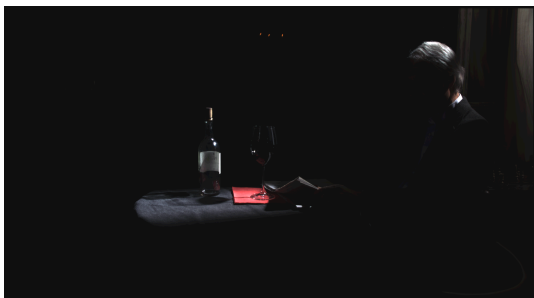
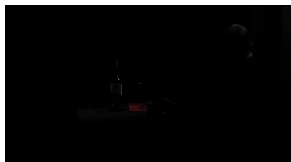
Largest improvements (1.44% – 1.77%)



Smallest improvements (0.06% – 0.11%)



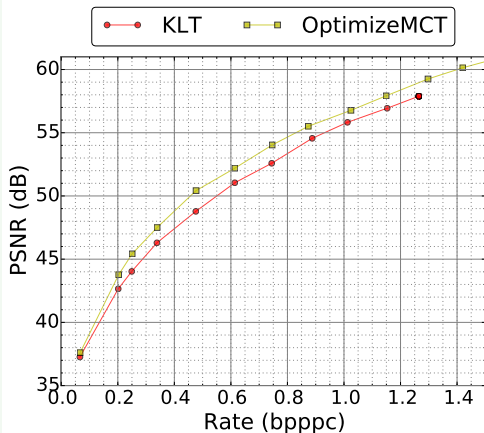
Scene radiance HdM-HDR-2014



- Froehlich et al.'s
Reconstructed scene radiance HdM-HDR-2014
- 16 sequences, 10 frames/sequence = 160 images
- 1920×1080 , 16-bit float, RGB

Scene radiance HdM-HDR-2014

RD for Beerfest frame



- Gains across all bitrates
- $\uparrow \text{rate} \Rightarrow \uparrow \text{gain}$
- Smaller gains than for color-graded

Scene radiance HdM-HDR-2014

Results for medium bitrates (160 images):

Avg. Rate	KLT	No MCT	OST	OptimizeMCT
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Scene radiance HdM-HDR-2014

Results for medium bitrates (160 images):

Avg. Rate	KLT	No MCT	OST	OptimizeMCT
0.554 bpp	49.37 dB (anchor)	43.75 dB -11.39%	48.85 dB -1.05%	49.60 dB +0.47%

Scene radiance HdM-HDR-2014

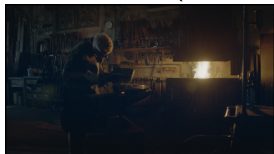
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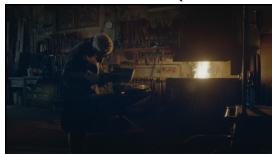
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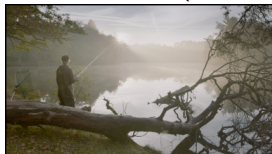


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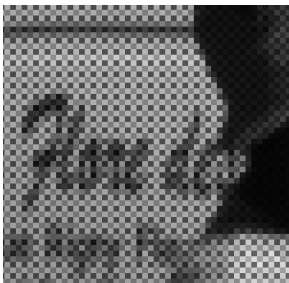
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Smallest improvements (0.09% – 0.14%)



Bayer CFA

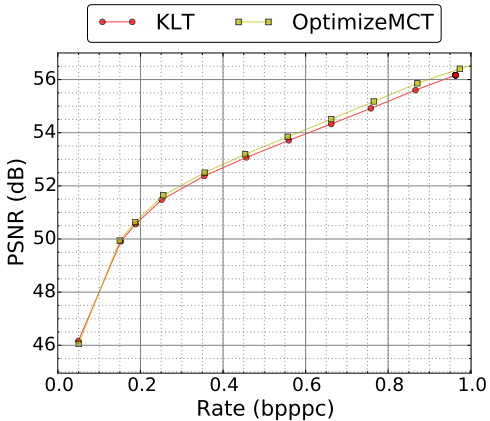


$$\begin{array}{c} \rightarrow \\ \left| \begin{array}{cc} r_{0,0} & r_{0,1} \\ r_{1,0} & r_{1,1} \end{array} \right| \quad \left| \begin{array}{cc} G_{0,0} & G_{0,1} \\ G_{1,0} & G_{1,1} \end{array} \right| \\ \left| \begin{array}{cc} g_{0,0} & g_{0,1} \\ g_{1,0} & g_{1,1} \end{array} \right| \quad \left| \begin{array}{cc} b_{0,0} & b_{0,1} \\ b_{1,0} & b_{1,1} \end{array} \right| \end{array}$$

- 20 Nikon camera models
- 20 real Bayer CFA images
- 3000×2000 , 12–14-bit integers, 4 components

Bayer CFA

RD for DS200 Image



- Gains across all bitrates
- Smaller gains than for color-graded/radiance

Bayer CFA

Average 20 images:

Avg. Rate	KLT	No MCT	OST	OptimizeMCT
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0.413 bpp

Bayer CFA

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Avg. Rate	KLT	No MCT	OST	OptimizeMCT
0.413 bpp	47.37 dB (anchor)	45.96 dB -2.99%	47.33 dB -0.08%	47.45 dB +0.17%

Bayer CFA

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- OptimizeMCT > KLT, OST
- Better for all images

Conclusions & Future Work

- OptimizeMCT: can be adapted to HDR

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Set	OST vs KLT	OptimizeMCT vs KLT
Color graded	-1.86%	+0.63%
Scene radiance	-1.05%	+0.47%
Bayer CFA	-0.08%	+0.17%

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 - New metrics: HDR-VDP-2
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MCT Optimization

Decisions

- ? Optimization algorithm

MCT Optimization

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- Global vs local?
- Optimization algorithm?

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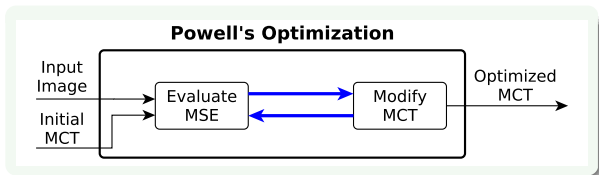
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MCT Optimization

Decisions

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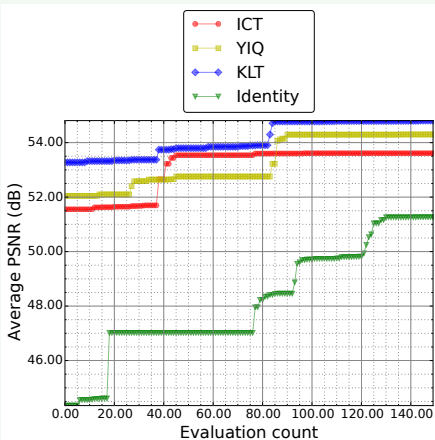
MCT Optimization

PSNR Evolution (4 candidates)

Decisions

? Optimization algorithm

? Initial MCT

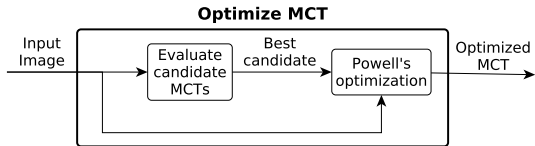


MCT Optimization

Decisions

- ✓ Optimization algorithm
- ✓ Initial MCT

Proposed Algorithm



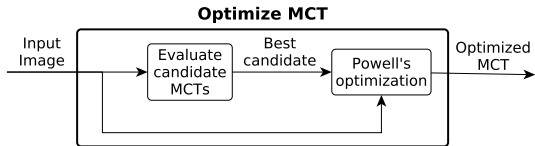
- 1 Evaluate $N=3$ candidates
- 2 Optimize best candidate

MCT Optimization

Decisions

- ✓ Optimization algorithm
- ✓ Initial MCT
- ? Iteration count

Proposed Algorithm



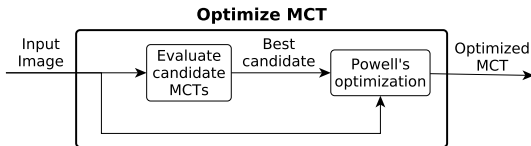
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MCT Optimization

Decisions

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- ✓ Initial MCT
- ✓ Iteration count

Proposed Algorithm



- 1 Evaluate N candidates
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Limit to 250–300 iterations