

# **What are CPIQ's objective image evaluation testing philosophy and methodologies?**

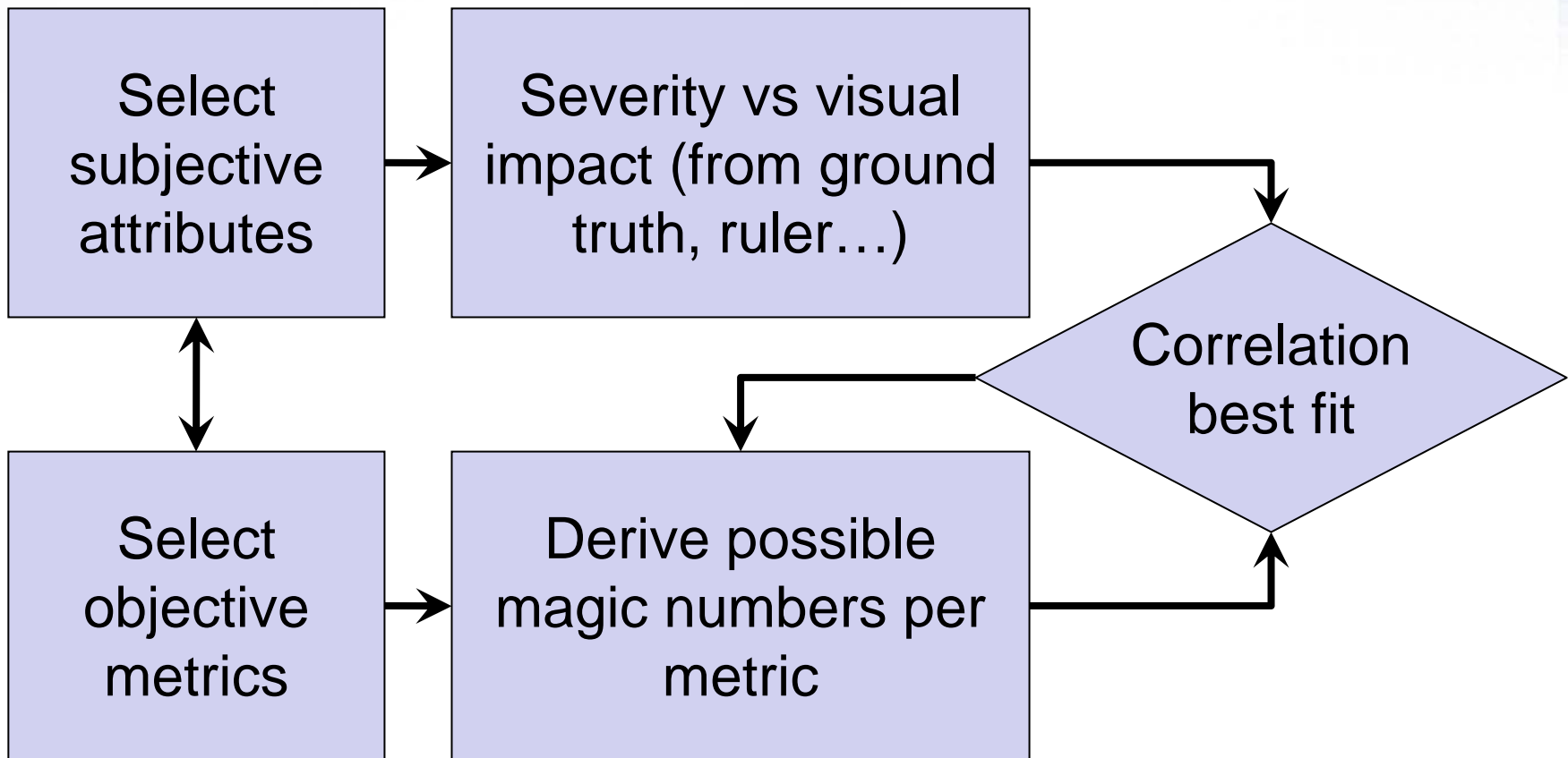
**Las Vegas, CTIA 2009**

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# Defining objective metrics: philosophy

- Metrics to support the subjective consumer-based IQ scoring system
  - Characterize camera artifacts that impact visual perception
  - Establish correlation with subjective attributes
  - Characterize artifacts relevant to consumer photography
- Metrics to help the industry designing better product
  - Meet repeatability and productivity required by the Industry
  - Metrics and tools that engineers can use to design better quality camera modules

# Matching objective & subjective a parallel approach



# Objective vs subjective

Subj. Attributes \ Objective Metrics	Colorfulness	Lightness	Sharpness	Details	Geometry
Exposure		✓		✓	
Shading (light & color)	✓	✓			✓
Chromatic aberrations	✓		✓	✓	
Distortion					✓
Sharpness			✓	✓	
Resolution (MTF)			✓	✓	
Texture preservation			✓	✓	
Dynamic & tonal range	✓	✓		✓	
Noise	✓		✓	✓	
White-balance	✓				
Color fidelity	✓				
Color sensitivity	✓			✓	

# Camera components & metrics

<b>Optics</b>	<u>Distortion</u> <u>Shading</u> <u>LCA</u>	<u>Sharpness</u> <u>Resolution</u>
<b>Sensor</b>	Noise <u>Color shading</u>	Dynamic range Spectral response
<b>Processing (ISP)</b>	Exposure White-balance Demosaicing <u>De-noising</u>	<u>Sharpening</u> Tone rendering Color rendering

# Which magic numbers for each artifacts ?

<b>Color shading</b>	<ul style="list-style-type: none"> <li>• Max value</li> <li>• Area of image field with values &gt; threshold...</li> </ul>
<b>Lateral chromatic aberration</b>	<ul style="list-style-type: none"> <li>• Max distance between RGB magnification (throughout the image field)</li> <li>• Area of image field with values &gt; threshold...</li> </ul>
<b>Distortion</b>	<ul style="list-style-type: none"> <li>• Arc value at a certain position</li> <li>• TV distortion</li> <li>• Profile gradient at a position (to be defined)...</li> </ul>
<b>Edge sharpness</b>	<ul style="list-style-type: none"> <li>• Max value</li> <li>• Average slope</li> <li>• Acutance...</li> </ul>
<b>Texture preservation</b>	<ul style="list-style-type: none"> <li>• Power spectrum at given freq.</li> <li>• Energy ratio (noise/target texture)...</li> </ul>

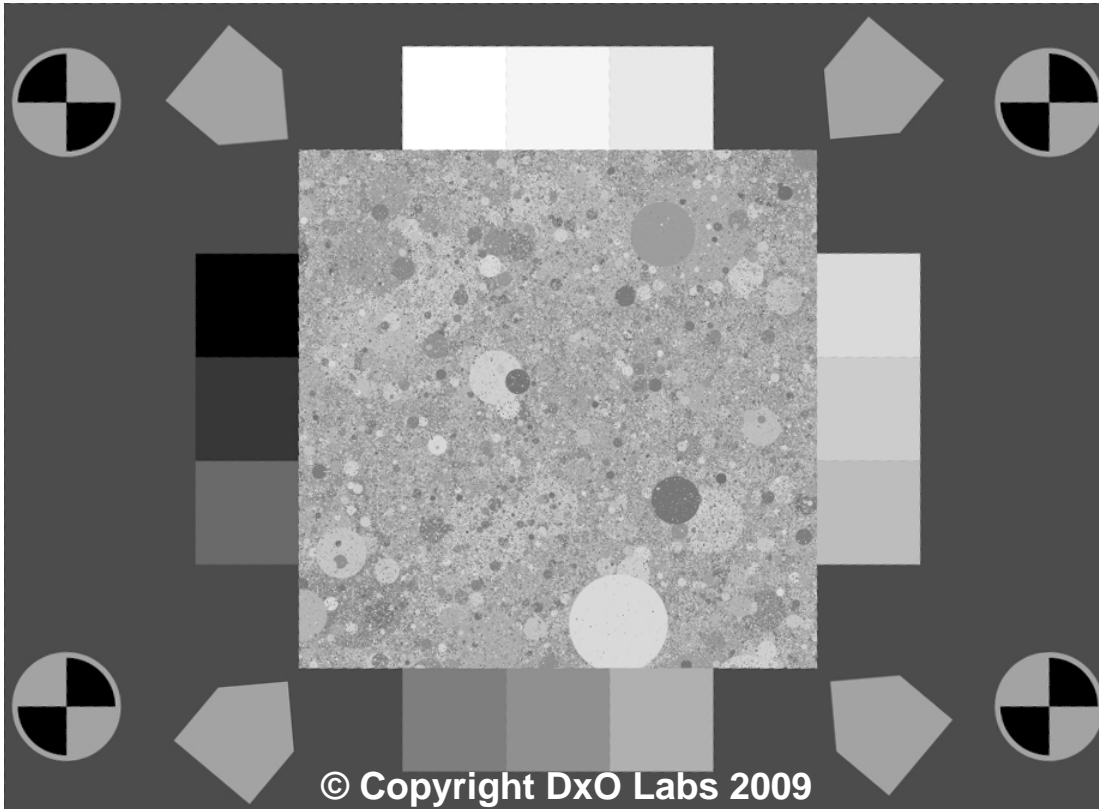
# Repeatable / highly productive testing methodologies

- A small set of targets
  - as many parameters per target
- Precise protocols (testing conditions)
- Highest automation
- Cope with wide resolution range
  - VGA to 12Mp

# Tough to reproduce consumer scenes in the lab !

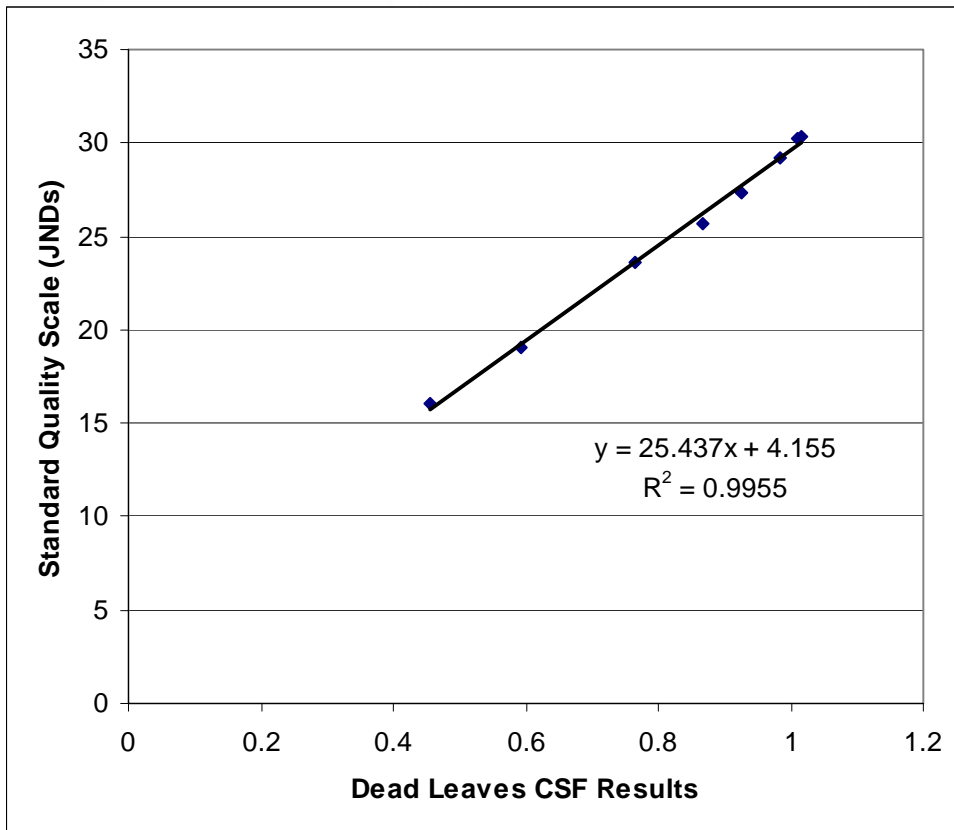


# Target to match key (challenging) properties of natural scenes



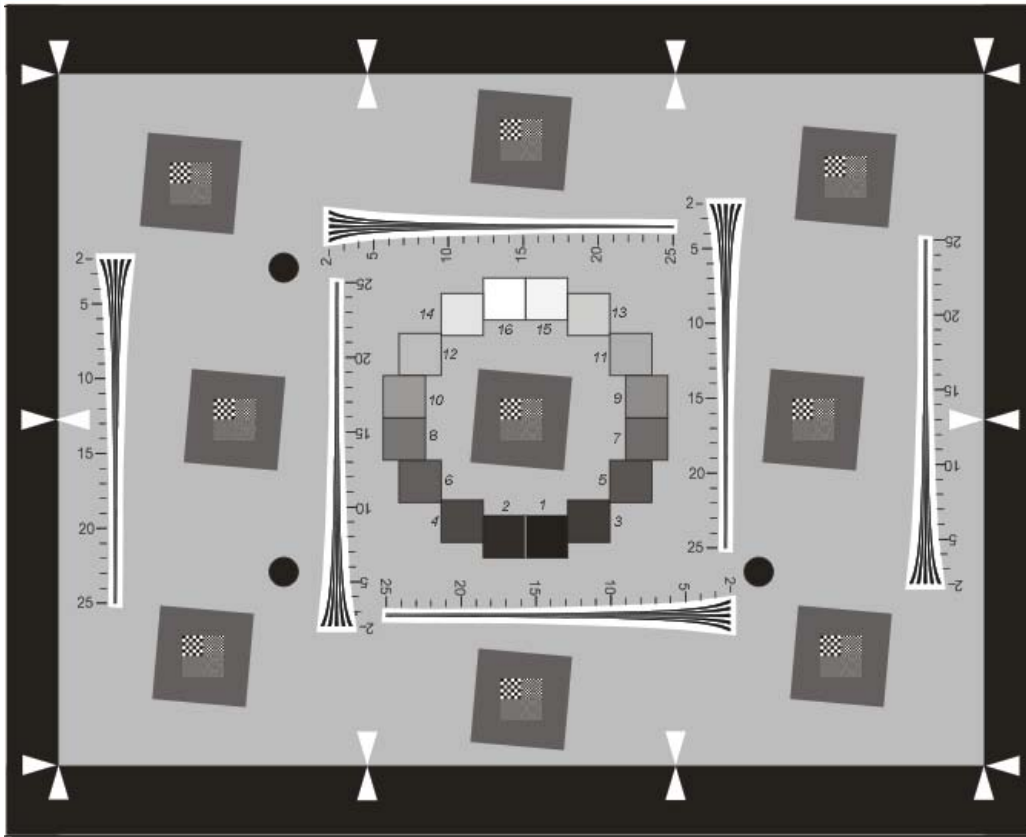
- Dead leaves model  
(proposed by DxO Labs)
- Scale invariant
  - Rotation invariant
  - Reproduce occlusion
    - Arbitrary contrast
  - PS fits natural texture

# When physics meets psychophysics



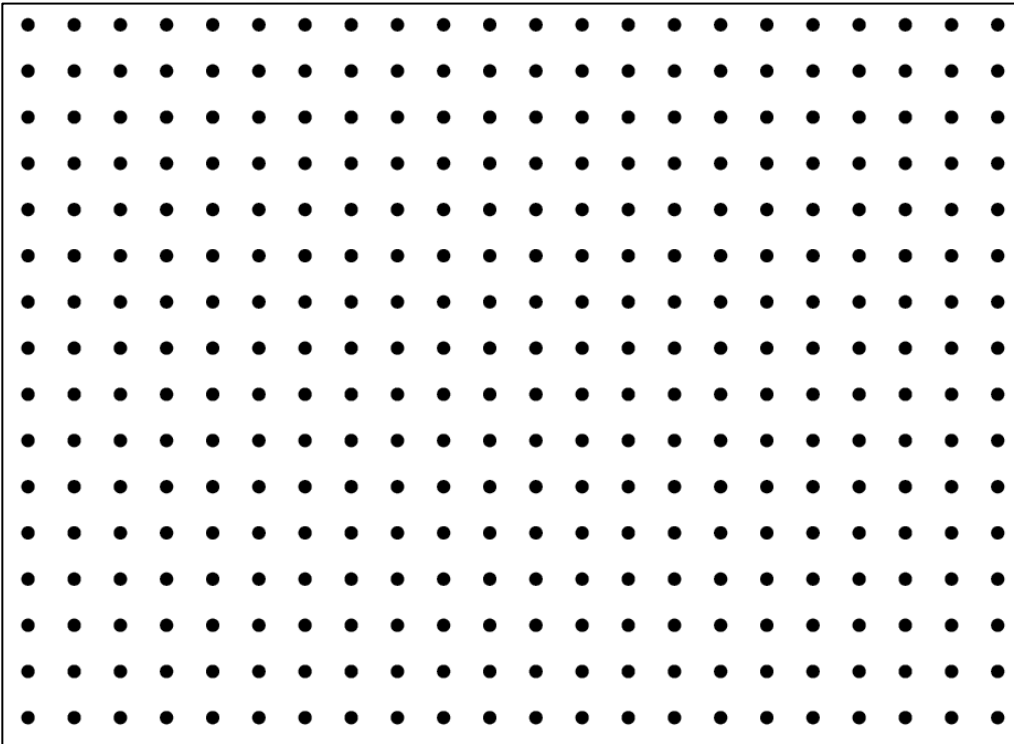
Dead leaves model  
subj. = f(obj.)  
Excellent linear fit  
 $R^2 = 0.9955$

# SFR adapted to Cameraphones



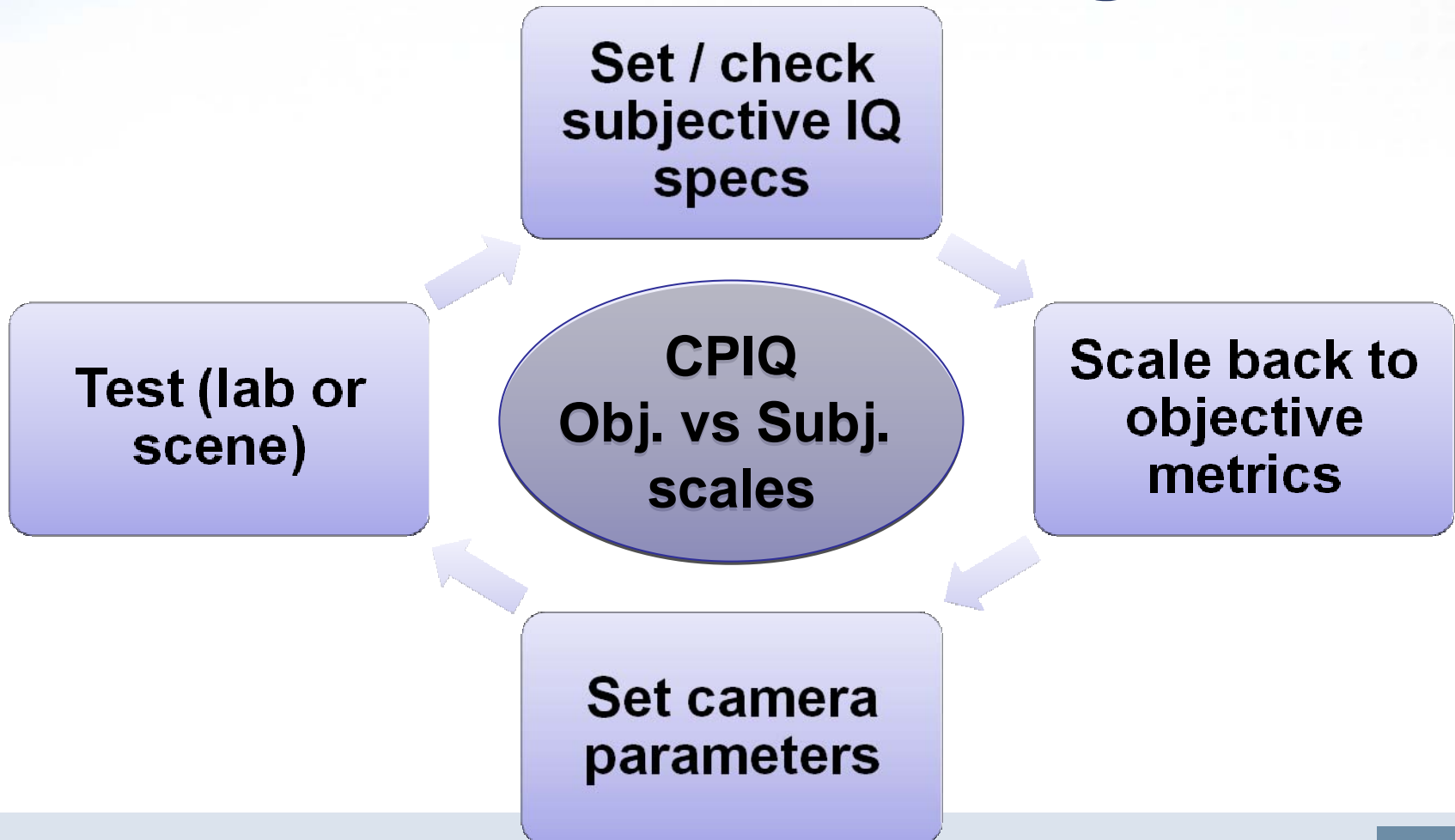
Leveraging existing  
standard #12232 :  
OECF / Multi-point SFR  
& resolution limit

# Simple multi-purpose targets



Dot target  
(proposed by DxO Labs)  
High productivity target:  
Distortion  
Chromatic aberrations  
Color shading

# Ultimate camera tuning tool



# Thank you!

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