# Subjective and Objective Quality Assessment of Stitched Images for Virtual Reality

### Introduction

- Virtual Reality (VR) involves immersive viewing of wide field of view images in head mounted displays (HMD)
- Wide field of view images obtained by stitching multiple images with overlapping fields of view

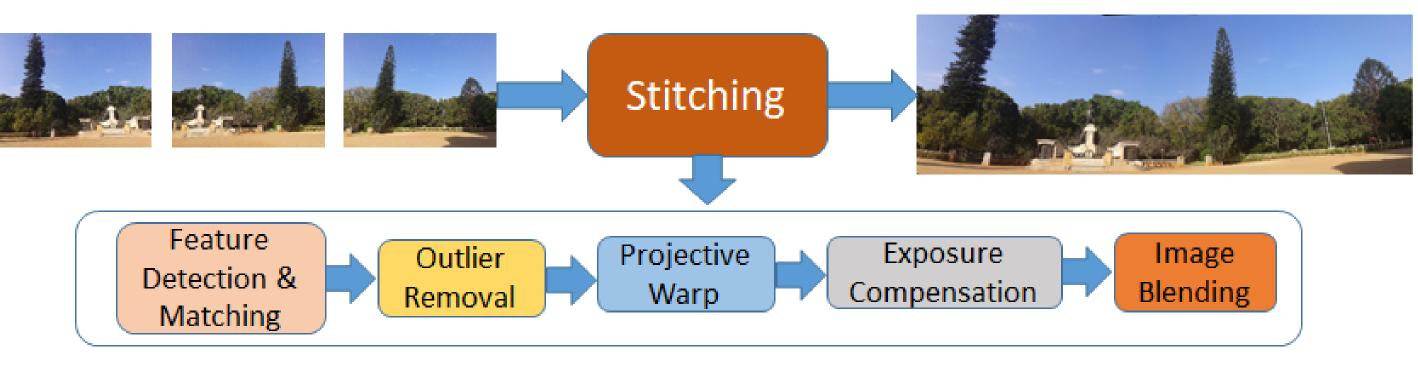


Figure 1: Pipeline of Stitching Algorithm

• Need quality assessment (QA) models to benchmark, compare and fine tune stitching algorithms

#### **Problem Statement**

Design a QA model to capture perceivable stitching induced artifacts

#### Assumptions

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- QA model knows the stitched image and individual images that are stitched.

- QA model does not know the stitching algorithm. Challenges

- No reference stitched image to compare against
- Stitching induced distortions different from classical distortions

## Contributions

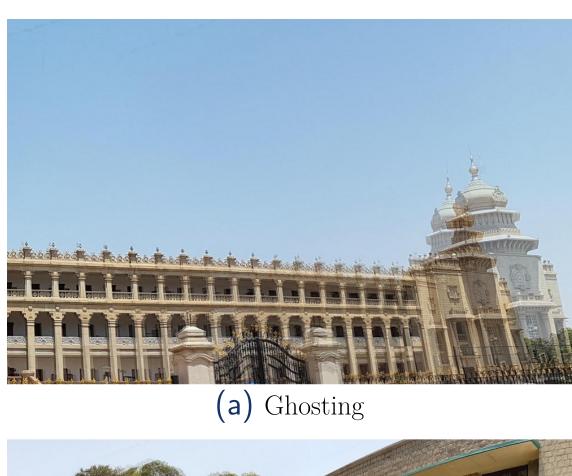
- Develop IISc stitched image quality assessment (ISIQA) database
- Design stitched image quality evaluator which correlates well with human ratings
- Bivariate Gaussian mixture model to capture ghosting artifacts

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## Stitching induced Distortions





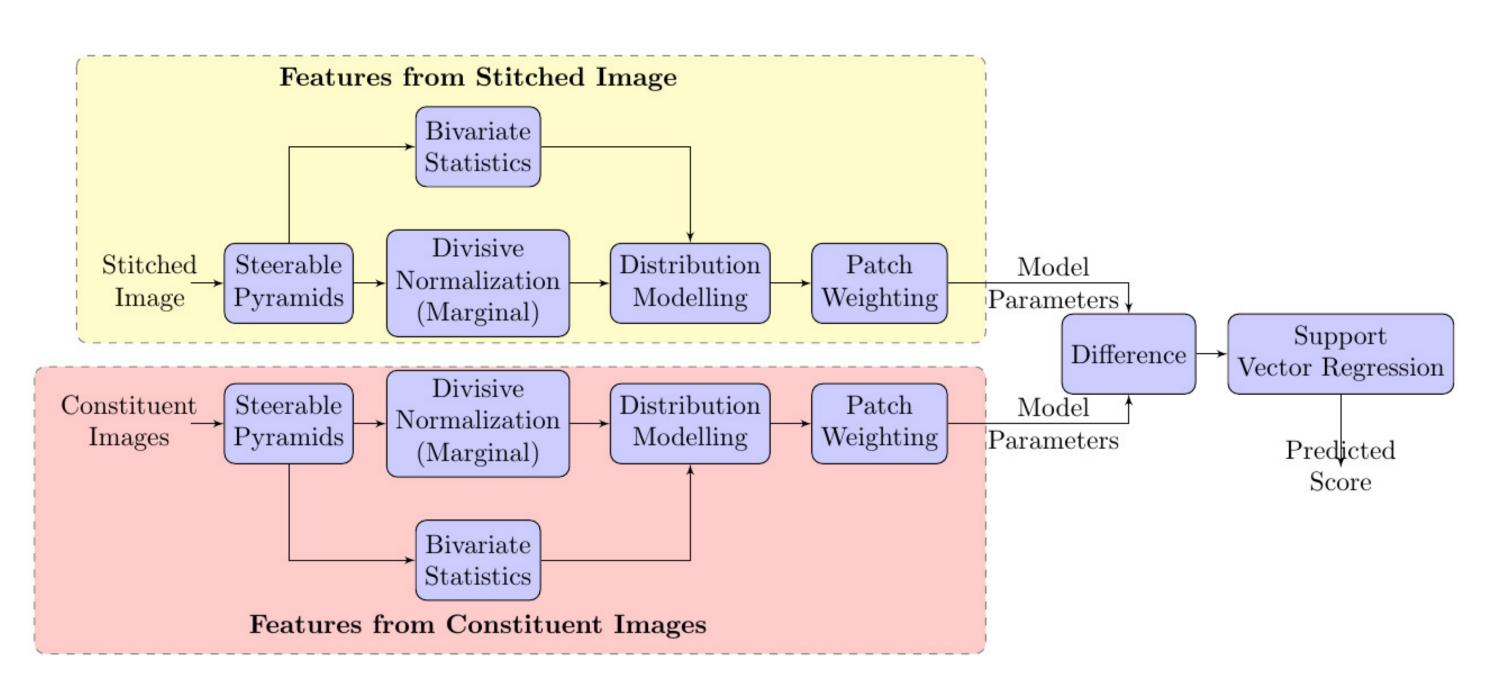


(c) Blur

## Subjective QA

- **Database** 264 stitched images from 26 scenes.
- Artifacts Ghosting, blur, color and geometric
- on a Samsung Gear VR.

## Stitched Image Quality Evaluator (SIQE)





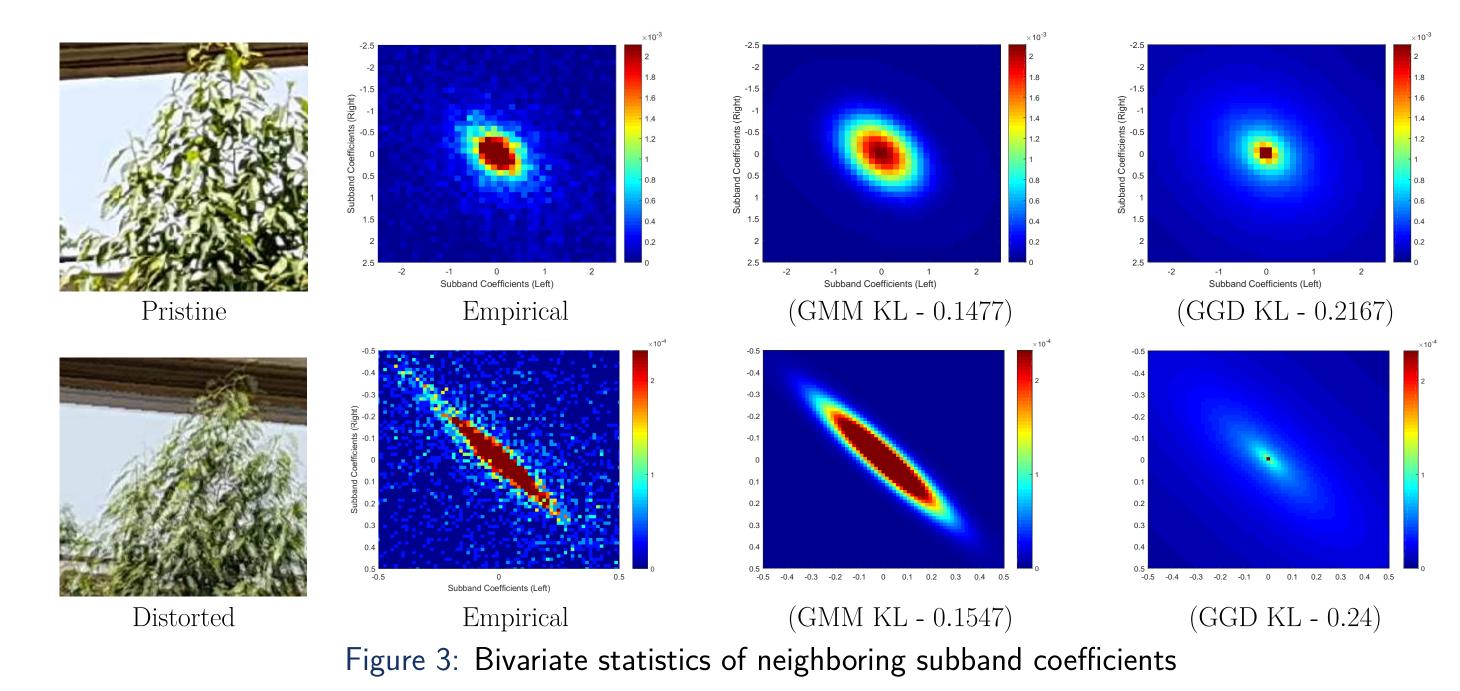


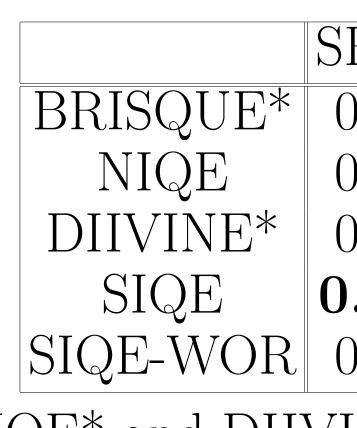
(d) Geometric Distortion

- Subjective Study - Quality ratings from 35 subjects for images shown

## Bivariate GMM for ghosting artifacts

# compared to the constituent image.





NIQE\* and DIIVINE\* trained on ISIQA database SIQE-WOR does not use features from individual images

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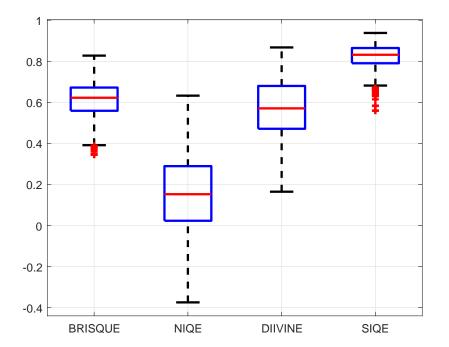
Ghosting introduces additional edges as well as increases correlation when

Eigen values of covariances of GMM components used as features Patch features are weighted using texture measures

### Results

Figure 4: Median correlation across 1000 iterations Figure 5: Box plot of SROCC distributions over 1000 trials

ROCC	LCC
).6224	0.5914
).1524	0.1051
).5706	0.5897
.8318	0.8380
).6650	0.6929



#### Paper citation