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Title [INVR] IV-PSNR with support for calculations in RGB color space

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Abstract

The document presents a new version of IV-PSNR software, which is able to perform the quality assessment in the RGB color space. Recommendation: * use the IVPSNR software (rgb tag) for calculation of IV-PSNR_{RGB} and PSNR_{RGB} in INVR experiments.

1 Quality assessment in the RGB color space

By default, IV-PSNR software assesses the quality in the YCbCr space. However, assessment in the RGB space can be enabled by adding the '-rgb' flag in the commandline. If the RGB mode is enabled, the IV-PSNR software internally converts the YCbCr input sequence to the RGB color space. All the calculations are then performed on RGB pictures.

IV-PSNR software in the RGB mode outputs values of:

- IV-PSNR_{RGB},
- PSNR_R, PSNR_G, PSNR_B, PSNR_{RGB}.
- WS-PSNR_R, WS-PSNR_G, WS-PSNR_B, WS-PSNR_{RGB}.

If the RGB mode is enabled, the '-cs' argument shall be provided in order to define the original color space of the video sequence. One of color spaces below can be used:

- BT601,
- SMPTE170M,
- BT709,
- SMPTE240M,
- BT2020.

When the RGB mode is enabled, weight for 3 color components should be equal. It is assured by setting parameters '-cws' and '-cwa' to "1:1:1:0" (quotes mandatory).

Other parameters used by the IV-PSNR software did not change and are described in the IV-PSNR 5.0 manual [N0411].

Example of use:

IV-PSNR of *SA_ref.yuv* and *SA_test.yuv*. Sequence resolution is 4096×2048, format: yuv420p10le. Metrics calculated for the first 20 frames will be written into IV-PSNR.txt. Assessment will be performed in the RGB space, weight for all 3 RGB components is the same. Input color space of the YCbCr sequence is BT601.

```
IVPSNR -i0 SA_ref.yuv -i1 SA_test.yuv -w 4096 -h 2048 -bd 10 -l 20 -o IV-PSNR.txt -rgb -cs BT601 -cws "1:1:1:0" -cwa "1:1:1:0"
```

or using config file

```
IVPSNR -c RGB.cfg
```

while RGB.cfg contains the following content:

2 Recommendations

We recommend using the IVPSNR software (rgb tag) for calculation of IV-PSNR_{RGB} and PSNR_{RGB} in INVR experiments.

3 Acknowledgement

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