ISO/IEC JTC 1/SC29/WG1 N88016

88th Meeting, Online (Geneva), 7-10 July 2020

ISO/IEC JTC 1/SC 29/WG 1

(ITU-T SG16)

Coding of Still Pictures

JBIG

Joint Bi-level Image Experts Group

JPEG

Joint Photographic Experts Group

TITLE: Draft Call for Proposals on JPEG Pleno Holography

SOURCE: WG1

PROJECT: JPEG Pleno

STATUS: Draft

REQUESTED ACTION: For publication

DISTRIBUTION: Public

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ISO/IEC JTC 1/SC29/WG1 N88016

88th Meeting, Online (Geneva), 7-10 July 2020

JPEG Call for Proposals on JPEG Pleno Holography

Summary

JPEG Pleno aims to provide a standard framework for representing new imaging modalities, such as light field, point cloud, and holographic imaging. Such imaging should be understood as light representations inspired by the plenoptic function, regardless of which model captured or created all or part of the content.

JPEG Pleno standard tools are designed together to consider their synergies and dependencies for the whole to be effectively greater than the sum of its parts. To fully exploit this holistic approach, JPEG Pleno is not just a set of efficient coding tools addressing compression efficiency. It is a representation framework understood as a fully integrated system for providing advanced functionality support for image manipulation, metadata, random access and interaction, and various file formats. In addition, it should offer privacy protection, ownership rights, and security. Currently four parts of the JPEG Pleno standard (ISO/IEC 21794) have been defined:

- Part 1: Framework
- Part 2: Light Field Coding
- Part 3: Conformance Testing
- Part 4: Reference Software

This Draft Call for Proposals (CfP) addresses the definition of an additional part of the JPEG Pleno standards suite focused on the compression of holographic content. It has been issued as outcome of the 88th JPEG meeting, Online (Geneva), Switzerland, 7-10 July, 2020. The deadline for expression of interest and registration is 1 February, 2021. Submissions to the Call for Proposals are due 1 March, 2021.

ISO/IEC JTC 1/SC29/WG1 N88016

88th Meeting, Online (Geneva), 7-10 July 2020

JPEG Call for Proposals on JPEG Pleno Holography

1. Introduction

Holograms can deliver realistic 3D viewing perception with no vergence-accommodation conflict. This is due to the fact that holography can acquire and reproduce the three-dimensional (3D) scene by representing both the amplitude and phase of light. Recently, digital holography has received considerable attention and has become popular in digital microscopy and interferometry. Moreover, holographic display and printing are attracting increasingly more interest. However, the size of digital holograms increases tremendously as their quality increases since the quality of digital holograms depends on their pixel pitch and resolution [1]. Moreover, holographic content represents significantly different signal characteristics leading to the observation that classical coding solutions designed for natural image data fail to provide acceptable compression behaviour. Hence, efficient compression is necessary to realize holographic imaging services. JPEG Pleno is the first international standardization activity targeting digital hologram compression.

This Draft Call for Proposals (CfP) addresses the definition of an additional part of the JPEG Pleno standards suite focused on the compression of holographic content. It has been issued as outcome of the 88th JPEG meeting, Online (Geneva), Switzerland, 7-10 July, 2020. The deadline for expression of interest and registration is 1 February, 2021. Submissions to the Call for Proposals are due 1 March, 2021.

2. Scope

This activity aims to develop an extension of the JPEG Pleno standard for coding of holographic content that offers:

- Significant compression efficiency improvement over coding standards in common use for holographic content;
- Support for holographic data representations and associated features;
- Compliance with JPEG Pleno standards framework.

3. Use Cases and Requirements

This call addresses four distinct use cases:

- Holographic microscopy and tomography;
- Interferometry;
- Holographic printing;
- Holographic visualization.

Detailed information on these use cases and derived requirements are contained in ANNEX B of this call document.

4. Timeline

The intended timeline for the evaluation of the proposals is the following:

7-10/07/2020	88th WG1 meeting: Draft Call for Proposals issued.
06/07/2020	Report on objective quality evaluation for anchors available.
03/10/2020	Report on subjective quality evaluation for anchors available.
05-09/10/2020	89th WG1 meeting: review of anchor evaluation results and agreement on final test set and evaluation procedures. Issue amendment to Call for Proposals regarding final content, bitrates and metrics. Final Call for proposals issued.
18-22/01/2021	90th WG1 meeting: status evaluation of Call for Proposals, organization of the evaluation procedure and practical arrangements.
1/02/2021	Deadline for expression of interest and registration – send email to the people listed in Section 8.
01/03/2021	Deadline for submission of decoder software, algorithm description and design, bitstreams and decoded & reconstructed test material.
25/04/2021	Report on objective and subjective evaluation of proposals and anchors available.
26-30/04/2021	91st WG1 meeting: Assessment of technical proposals and objective/subjective evaluation results (attendance of proponents to the meeting is required).

The intended timeline for the standardization process is as follows:

July 2021	WD
April 2022	CD
October 2022	DIS
April 2022	IS

5. Submission Composition and Requirements

5.1. Submission Elements

This CfP invites proponents to submit technology contributions that fulfill the scope, objectives, requirements and use cases therein. Proponents are expected to present their proposals at the 91st WG1 meeting.

Proponents are also reminded that they are expected to contribute to the standardization process, as described in Section 5.4, and attend meetings and present their findings.

5.2. Submission Registration and Delivery

A submission shall consist of the elements specified in ANNEX A. All document to be submitted should be uploaded to the WG1 document registry. For all other elements, instructions will be provided after the expression of interest and registration. Those proponents without access to the registry should contact the WG1 members listed in Section 8.

5.3. IPR Conditions (ISO/IEC Directives)

Proponents are advised that this call is being made in the framework and subject to the common patent policy of ITU-T/ITU-R/ISO/IEC and other established policies of these standardization organizations. The persons named below as contacts can assist potential submitters in identifying the relevant policy information.

5.4. Contribution to Standardization

Proponents are informed that based on the submitted proposals, a standard specification will be created. If they submit a proposal and (part of) the proposed technology is accepted for inclusion in the standard, they will hence have to attend subsequent WG1 meetings and contribute to the creation of the different standard documents. Within this process, evolution and changes are possible as several technologies may be combined to obtain a better performing solution.

6. Evaluation Conditions and Processes

The committee plans to select technologies to be included in the standard based on satisfying the requirements and evaluating the results obtained through the evaluation procedure documented in ANNEX C.

The subjective and metrological evaluation results will be the primary attribute for the decision-making process.

7. Royalty-free Goal

The royalty-free patent licensing commitments made by contributors to previous standards, e.g. JPEG 2000 Part 1, have arguably been instrumental to their success. JPEG expects that similar commitments would be helpful for the adoption of a JPEG Pleno Holography standard.

8. Contacts and Participation

If you are interested in this activity, you can subscribe to the email reflector: jpeg-holo,

by visiting http://listregistration.jpeg.org or in case of problems contacting lists@jpeg.org.

Further information can be obtained by contacting :

Touradj Ebrahimi (JPEG Convener)

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Fernando Pereira (JPEG Requirements Subgroup Chair)

Email: fp@lx.it.pt

Peter Schelkens (JPEG Coding, Test & Quality Chair)

Email: peter.schelkens@vub.be

References

[1] D. Blinder et al., Signal processing challenges for digital holographic video display systems, Signal Proces. Image Commun. 70 (2019), 114–130.

ANNEX A – SUBMISSION REQUIREMENTS

The process to evaluate proposals will be done following the timeline defined in Section 4. The successive deliverables are further defined hereunder. In addition to documents and binaries to be submitted, proponents are reminded that they are expected to contribute to the standardization process, as described in Section 5.4.

A.1 Proposal overview

The proposal overview shall include:

- A high-level description of the proposal including block diagrams of encoder and decoder.
- Arguments on why the proposal is meeting the requirements.

Accepted formats for the submission are Word and PDF. Presentations can be in Powerpoint or PDF.

A.2 Binary encoder/decoder executables and scripts

Proponents need to submit separate encoder and decoder executable programs (statically linked Linux executables with all required libraries and system dependencies), configurable via command line or configuration file. Binaries should preferably be optimized software meeting the performance requirements described above in order to speed up the evaluation process.

Proponents can choose to use executable compression or similar tools to prevent reverse engineering or disassembly of the submitted executable files.

Proponents shall provide the command-line parameters intended to be used for encoding/decoding, and shall provide scripts to run their executable in the objective evaluation framework detailed below. More information on the evaluation framework, along with a list of test material and target bitrates is provided in ANNEX C.

A.3 Codestreams, decoded material and results

Proponents need to submit the final test material processed by their coding system:

- Codestreams for the test images listed in ANNEX C.
- The corresponding decoded holograms for subjective evaluation.
- Encoding-decoding evaluation results, according to the objective quality evaluation described in ANNEX C.

A.4 Algorithm and design description

Each proposal shall include a description that provides a detailed description of the proposed algorithm and codec design. This description shall be in Word document and PDF format. The presentation shall clearly explain how the proposed algorithm meets the requirements described above: quality, complexity, and additional features. Providing insufficient details might jeopardize the adoption of the proposed technology.

A.5 Technical documentation

If (part of the) the proposal has been selected to be part of the upcoming standard, a technical description of the selected technology shall be provided. This includes:

ANNEX 1 Description of operations, as described in algorithm and design description.
ANNEX 2 Coded bitstream syntax.
ANNEX 3 Coding process (encoding and decoding) methodology.

The description shall include all necessary processing (including performance optimizations) that are used to create the bitstream in a bit-exact manner.

A.6 Complexity analysis

Proponents are invited to submit an evaluation of the complexity of their algorithm. Such evaluation shall include:

1 Encoder/decoder runtimes as measured on the test images in Annex C, as a percentage of the JPEG 2000 anchor applied on the hologram plane (See Annex C).
2 A detailed block diagram of the proposed encoder/decoder showing the algorithmic blocks and flow of the data.
3 An explanation of the achievable parallelism of the algorithmic blocks for both the encoder and the decoder.
4 Information on the target hardware platform(s) for the proposed solution.
5 All information available at the time of submission showing the performance of the encoder and decoder once implemented in software (including overall encoding/decoding time, encoding/decoding time per algorithmic block, memory usage).

A.7 Verification model source code

Proponents agree to release source code to serve as (part of) a Verification Model (VM), written in a high-level language, such as C or C++, if parts of their technology are selected in the evaluation process. Source code shall be documented and understandable. All libraries used by the source code shall be either public or provided in source code form with ISO/IEC and ITU-T compliant terms.

Please note that JPEG Pleno Holography is part of the larger JPEG Pleno suite, which encompasses also a file format architecture (ISO/IEC 21794-1). Hence, proponents are expected to develop their software within the JPEG Pleno Reference Software (ISO/IEC 21794-4), which is publicly available on the following site: https://gitlab.com/wg1/jpeg-pleno-refsw, according Best Practices guidelines.

Make files or project files need to support compilation on at least Linux. The compiled decoder should correctly decode any codestream generated by the submitted encoder executable binary. Moreover, the compiled decoder and the submitted decoder executable binary shall both generate the exact same output.

ANNEX B USE CASES AND REQUIREMENTS

ISO/IEC JTC 1/SC 29/WG1 N88015

88th Meeting – Online(Geneva), 7-10 July 2020

INTERNATIONAL ORGANISATION FOR STANDARDISATION
ORGANISATION INTERNATIONALE DE NORMALISATION

ISO/IEC JTC 1/SC 29/WG1
(ITU-T SG16)

Coding of Still Pictures

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TITLE: JPEG Pleno Holography Uses Cases and Requirements

SOURCE: Kwan-Jung Oh (ETRI) and Peter Schelkens (VUB-imec) as editors

PROJECT: JPEG Pleno

STATUS: Informative

REQUESTED ACTION: For review by WG1 and JPEG Requirement Subgroup

DISTRIBUTION: WG1

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ISO/IEC JTC 1/SC 29/WG1 N88015

88th Meeting – Online(Geneva), 7-10 July 2020

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ISO/IEC JTC 1/SC 29/WG1 N88015

88th Meeting – Online(Geneva), 7-10 July 2020

1. Introduction

JPEG Pleno aims to provide a standard framework for representing new imaging modalities, such as texture-plus-depth, light field, point cloud, and holographic imaging. Such imaging should be understood as light representations inspired by the plenoptic function, regardless of which model captured or created all or part of the content. JPEG Pleno standard tools will be designed together to consider their synergies and dependencies for the whole to be effectively greater than the sum of its parts. To fully exploit this holistic approach, JPEG Pleno is not just a set of efficient coding tools addressing compression efficiency. It is a representation framework understood as a fully integrated system for providing advanced functionality support for image manipulation, metadata, random access and interaction, and various file formats. In addition, it should offer privacy protection, ownership rights, and security. This document describes a number of use cases for the coding of holograms and derives relevant requirements.

2. Use Cases

This section introduces the main use cases of JPEG Pleno holography.

2.1 Holographic Microscopy

Holographic microscopy [1] records the light wavefront originating from an object instead of the projected image of the object recorded in common microscopy. The viewable image of the recorded hologram is created using a numerical reconstruction algorithm. Holographic microscopy supports a large depth of field and it enables the visualization of transmissive objects. Examples of life science applications also include monitoring the viability of cell cultures in suspensions, automating multi-well plate screening devices to measure cell density and cell coverage of adherent cell cultures, and supporting simultaneous fluorescent and holographic cell imaging.

2.2 Holographic Tomography

Holographic tomography is the technology that makes a tomogram with the R I(refractive index) and the 3-dimensional location which can be obtained by calculating phase shift in hologram taken around the specimen 360°. When light pass through the object, the diffraction happens according to the object's own RI (refractive index) and some properties of light including wavelength and phase shift, etc. also change. If the light that passes through the object is mixed up with the original light (reference), we can observe brightness changes in images according to the change of phase shift. This is a fundamental theory of phase contrast microscopy and holographic tomography is an extension of holographic microscopy.

2.3 Holographic Interferometry

Holographic interferometry [2] is a full-field optical metrology tool that allows for a quantitative comparison of two states of an arbitrary scattering, reflective, or transmissive object subject

to some change. It visually reveals temporal changes (eg, deformations, displacements, and modifications of the refractive index) without damage. The underlying principle is that incident light is reflected by the material at different angles before and after the change under consideration. Thus, holographic interferometry is widely used for non-destructive testing. It is also used in special digital cameras such as those in space and nuclear power station related applications, deep ocean exploration, and holographic endoscopes.

2.4 Holographic Display

Holographic displays can realize autostereoscopic rendering without vergence-accommodation conflict (VAC) [3]; this is because all the 3D depth cues perceived by humans in the real world are embedded in the holographic signal. The holographic display can be implemented in a variety of ways, including holographic TVs, table-top holographic displays, holographic projection systems, and holographic head-mounted displays (HMDs). The quality of holographic displays is associated with the so-called space-bandwidth product (SBP), which is a measure of the data capacity of electro-optical devices such as spatial light modulators (SLMs) [4, 5]. In this context, overcoming the SBP constraints and limitations is regarded as a critical factor to realize a practical holographic display to reconstruct objects with both reasonable size and field of view (FOV). The pixel pitch of the top panels currently used in current TVs is close to 100μm. For holographic displays, a pixel pitch of approximately 1μm is required to provide a viewing angle of approximately 30° [6]. Therefore, a holographic display with the same size of a current TV would require approximately 10,000 (100×100) times more data, which means highly effective compression mechanisms are required. Consequently, it is to be expected that the first products to be released will have humble SBPs. Hence, early products are to be expected to first be in HMD and automotive windshield project system markets.

2.5 Holographic Printing

Holographic printing simultaneously offers the texture quality and spatial resolution of existing pictures and the 3D characteristics of holograms [7]. The latter enables depth cues and parallax to be provided, unlike in pictures. Holographic printing uses a laser to record captured discrete viewpoint images (holographic stereogram printing) or wavefront (wavefront printing) in holographic material. The holographic stereogram can be best represented and compressed as a light field [8]. Holographic optical elements (HOEs) are used to perform the same functions as lenses, mirrors, gratings, diffusers, etc. and are a good example of holographic printing; they can also combine several functions together, which is not possible with conventional optical elements; hence, they hold the promise for extreme miniaturization of certain complex optical or digital image processing steps.

3. Royalty-free Goal

The royalty-free patent licensing commitments made by contributors to previous standards, e.g. JPEG 2000 Part 1, have arguably been instrumental to their success. JPEG expects that

similar commitments would be helpful for the adoption of a JPEG Pleno hologram coding standard.

4. Requirements

This section presents the overall set of requirements that have been extracted from the above described use cases [9].

4.1 Representation

4.1.1 Hologram Types

Shall support the following hologram types:

- amplitude modulation hologram;
- phase modulation hologram;
- complex modulation holograms.

4.1.2 Representation format

Shall support one or more of the following representation formats for the supported hologram types: amplitude-only, phase-only, amplitude-phase and real-imaginary.

4.1.3 Spatial resolution

Shall support large spatial resolution of the hologram to enable large space-bandwidth product holograms that are offering a large Field of View (FoV) and a large viewing angle support (i.e. small pixel pitch).

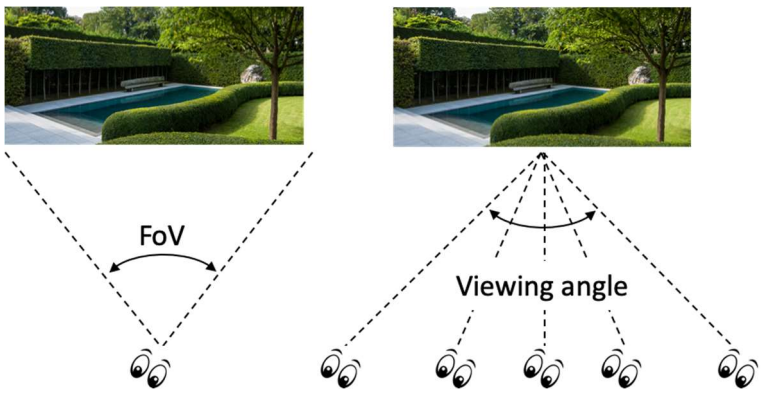

Figure 1 - Field of View (FoV) and viewing angle

4.1.4 Bit depth

Shall support holographic data with bit depths ranging from bi-level up to 16-bit integer precision.

4.1.5 Floating point

Should support at least 32-bit IEEE 754 floating point representation format.

4.1.6 Colour space

Shall support multiple components, including RGB.

4.1.7 Hologram sequences

Should support hologram sequences both in time and space.

4.2 Coding

4.2.1 Coding types

The following coding types shall be supported:

- near-lossless and lossy coding up to high quality.

The following coding types should be supported:

- lossless coding.
- perceptual lossless coding. Perceptually lossless means here that reconstructed holograms are visually indistinguishable from the original reconstructed holograms.

4.2.2 Compression efficiency

Shall support high compression efficiency considering the state-of-the-art.

4.2.3 Quality control

Shall support quality control, notably for machine vision analysis in the context of interferometry and holographic microscopy/tomography.

4.2.4 Perceptual coding

Should support coding tools that exploit the human visual system properties to achieve maximal visual quality for reconstructed holograms.

4.2.5 Random access

Shall allow decoding of subsets of the complete codestream to enable selecting an aperture window in space-frequency domain of the hologram.

4.2.6 Scalability

Should support the decoding of different levels of quality (SNR), spatial resolution, depth resolution, temporal resolution, spectral resolution and FoV from a subset of the codestream.

4.2.7 Error resilience

Should be resilient against bit errors and packet losses.

4.3 Algorithmic complexity

4.3.1 Computational and memory complexity

Should remain within reasonable bounds with respect to near-future computing and memory capabilities.

4.3.2 Parallel and distributed processing

Shall facilitate efficient implementation on GPU and multi-core architectures.

4.3.3 Hierarchical data decoding

Should allow for staged processing to reduce the internal decoder bandwidth consumption.

4.3.4 Hardware implementation

Shall facilitate efficient implementation in hardware platforms.

4.4 Additional functionality

4.4.1 JPEG Pleno framework architecture

Shall be compliant with the JPEG Pleno framework architecture as defined in Part 1 (ISO/IEC 21794).

4.4.2 Metadata

Shall enable signaling relevant metadata such as capture parameters, calibration data (e.g. geometrical setup), half/full parallax, wavelengths, image sensor (CCD/CMOS) information, horizontal and vertical pixel pitch, pixel shape, microscope configuration, spectral channel information, display and rendering parameters, and information about additional processing steps.

4.4.3 Privacy and security

Shall provide support for JPEG Privacy and Security tools.

4.4.4 Editing and manipulation

Should support efficient change of depth of field or viewpoint, refocusing, relighting, navigation, rotation, and enhanced analysis of objects without transcoding of content.

References

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ANNEX C COMMON TEST CONDITIONS

ISO/IEC JTC1/SC29/WG1 (ITU-T SG16)

Coding of Still Pictures

JBIG Joint Bi-level Image Experts Group

JPEG Joint Photographic Experts Group

Title: JPEG Pleno Holography Common Test Conditions V1.0

Source: Raees Kizhakkumkara, Ayyoub Ahar, Tobias Birnbaum, Antonin Gilles, Saeed Mahmoudpour and Peter Schelkens

Project: JPEG Pleno Holography

Version: July 14, 2020

Status: For review

Requested action: None

Distribution: Public

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Editorial Comments

This is a living document that goes through iterations. Proposals for revisions of the text can be delivered to the editor Peter Schelkens by sending it to `Peter.Schelkens@vub.be`.

If you have interest in JPEG Pleno Holography, please subscribe to the email reflector, via the following link: `http://jpeg-holo-list.jpeg.org`.

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JPEG Pleno Holography Common Test Conditions V1.0

1 Scope

This document describes the JPEG Pleno Holography Common Test Conditions V1.0 for performance assessment of proposals submitted to the Call for Proposals on JPEG Pleno Holography and additionally defined Exploration Studies and Core Experiments. This document can also be considered as a guideline for testing various types of compression algorithms for holographic content. In Section 2, an overview of the test material is provided, summarizing the main properties of the content and download information. Section 3 defines the rate and quality metrics and subsequently discusses the measurement configurations, coding conditions and anchor specifications. Section 4, details image (hologram) and measurement data output configuration. The subjective test procedure is described in Section 5.

2 Test materials

This section describes the currently selected test material selected for JPEG Pleno Holography Call for Proposals (CfP), Core Experiments (CE) and Exploration Experiments (EE). The selection is justified by the diversity of the holograms in terms of intrinsic properties such a complexity and depth of the represented scene. The holograms are chosen to reflect diverse use cases and generation methods (see Table 1). Note that a larger set of reference holograms is retrievable from `plenodb.jpeg.org` and that the list in Table 1 is to be further expanded with larger and binary holograms and metrological data. These holograms can be classified by their use case into:

- **Holograms for visualization -** These holograms are intended for visualization and printing purposes and feature objects of sizes that are visible by human eye.
- **Microscopy and interferometry holograms -** These holograms are either (1) microscopic measurements of small objects like biological cells and microspheres or (2) metrology holograms that are usually characterized by large resolutions. Apart from static captures, microscopic holograms can also be used for time-lapse recordings and holographic tomography[9].

Holograms can be also classified by their generation method into

- **Computer generated holograms -** These are typically macroscopic holograms that are generated computationally using the principles of light wave propagation. The methods used to generate holograms can be broadly grouped under 4 categories - point cloud based synthesis, triangular mesh based synthesis, layer based synthesis and ray based synthesis [11, 2].
- **Optically captured holograms -** Optically recorded holograms are captured as actual physical measurements obtained typically by modulations of amplitude and phase.

Tab. 1: Floating-point holograms in JPEG Pleno Holography test set and associated parameters. CGH=computer-generated hologram; OCH=optically captured hologram; `plenodb.jpeg.org`

Hologram	Testset	Resolution	Aperture size	Pixel pitch (μm)	Wavelength (nm)	OCH/ CGH	Scene depth	Reconstruction distance (mm)	Ref. wave radius R (mm)	Background
Ball	Interfere-IV with WUT	2048×16384	2048×2048	3,45	532	CGH	Medium	701; (751)	700	No
Chess	Interfere-IV with WUT	2048×16384	2048×2048	3,45	532	CGH	Deep	496.4; (648.6; 806.3)	700	Yes
DeepChess	Interfere-IV with WUT	2048×16384	2048×2048	3,45	532	CGH	Deep	396.4; (998.6; 1.6063)	998,6	Yes
Sphere	Interfere-IV with WUT	2048×16384	2048×2048	3,45	532,8	OCH	Medium	960	960	No
Squirrel	Interfere-IV with WUT	1792×27904	1792×3488	3,45	632,8	OCH	Deep	500; (465; 535)	500	No
Biplane16k	Interfere-III	16384×16384	2048×2048	1	633; 532; 460	CGH	Deep	45.5; (37.4; 49.7)	Inf	Yes
Dices16k	b-com	16384×16384	2048×2048	0,4	640; 532; 473	CGH	Deep	10; (6.58; 13.1)	Inf	Yes
SpecularCar16k	b-com	16384×16384	2048×2048	0,4	640; 532; 473	CGH	Deep	5; (4.4; 10)	Inf	No
Piano16k	b-com	16384×16384	2048×2048	0,4	640; 532; 473	CGH	Deep	10; (6.8; 12.5)	Inf	No
Ring16k	b-com	16384×16384	2048×2048	0,4	640; 532; 473	CGH	Deep	10; (6; 14.6)	Inf	Yes
Ballet8k4k (Frame 22)	b-com	7680×4320	7680×4320	4,8	640; 532; 473	CGH	Deep	50; (0; 95)	Inf	Yes
Breakdancers8k4k (Frame 22)	b-com	7680×4320	7680×4320	4,8	640; 532; 473	CGH	Deep	50 (0; 81)	Inf	Yes
Astronaut	EmergImg-HoloGrail	2588×2588	1940×2588	2,2	632,8	OCH	Deep	-172	Inf	No
Horse	EmergImg-HoloGrail	972×972	972×1296	4,4	632,8	OCH	Deep	140	Inf	Yes
Lowiczanka Doll (OnAxis)	WUT	2016×59394	2016×2016	3,45	637; 532; 457	OCH	Medium	1060; (1030; 1075)	1060	No
Warsaw Mermaid (OnAxis)	WUT	2010×25730	2010×2010	3,45	632,8	OCH	Medium	350; (340; 345; 355)	350	No

3 Definition of performance metrics

3.1 Configuration quality metrics

The quality metrics to be computed for each type of hologram are shown in Tab. 2. Note that for macroscopic holograms, the PSNR, SSIM and VIFp scores are calculated for different reconstructions of hologram obtained using the reconstruction software (NRSH) mentioned in Section 4.1.2. The depths, viewing positions, aperture sizes and propagation method required for the NRSH software are defined in Table 1 for each test hologram.

Tab. 2: Deployment of quality metrics (TBD = To Be Decided).

Hologram type	**Higher precision**		**Binary**		**Metrological**
Metric	**Hologram plane**	**Object plane**	**Hologram plane**	**Object plane**	–
SNR	Yes	–	Yes	–	Yes
PSNR	–	Yes	–	Yes	–
SSIM	Yes	Yes	TBD	Yes	–
VIFp	TBD	Yes	TBD	Yes	–
Hamming distance	–	–	Yes	–	–
SNR of first-order wavefield	–	–	–	–	Yes
RMSE of retrieved phase	–	–	–	–	Yes

3.2 Rate metrics

The bitrate, specified in the test conditions and reported for the experiments with the various codecs, accounts for the total number of bits necessary for generating the encoded file (or files) out of which the decoder can reconstruct a lossy or lossless version of the entire input hologram.

The main rate metric is defined as the number of bits per sample (pixel):

$$\text{Bitrate} = \frac{\text{Total number of bits}}{\text{Number of samples}} \tag{1}$$

where the numerator is the total file size of the encoded file and other files containing side information required for decoding in bits and the denominator is the number of samples(pixels) of the input hologram.

Please note that a sample can be complex valued, in this case the number of bits per sample is the sum of the number of bits for the real and imaginary components.

3.3 Quality metrics

The metrics used for evaluating the quality of the compressed holograms is given in Section 4. The measuring configuration to be used is given in Section 3.3 and depends on the type of hologram being compressed.

SNR and PSNR

The Signal to Noise Ratio (SNR) is defined as the ratio of the power of the signal to the power of the noise affecting the quality of the signal, while the Peak Signal to Noise Ratio (PSNR) is defined as the ratio between the maximum possible power of a signal and the power of noise. The SNR (in dB) is calculated on the complex valued wavefield in the hologram plane and is given by

$$\mathrm{SNR} = 10\log_{10}\left(\frac{\sum_{i=1}^{A}\sum_{j=1}^{B}|X[i,j]|^2}{\sum_{i=1}^{A}\sum_{j=1}^{B}\left|X[i,j]-\hat{X}[i,j]\right|^2}\right) \tag{2}$$

where $X[*,*]$ and the lossy signal $\hat{X}[*,*]$ are the reference hologram and compressed hologram respectively.

The PSNR is used for evaluating the quality of reconstructions at the object plane. These real-valued reconstructions with integer bit-depth are obtained from the NRSH software given in Section 4.1.2 and the PSNR (in dB) is given by Eq. (3)

$$\mathrm{PSNR} = 10\log_{10}\left(\frac{AB\left(2^n-1\right)^2}{\sum_{i=1}^{A}\sum_{j=1}^{B}\left|X[i,j]-\hat{X}[i,j]\right|^2}\right) \tag{3}$$

where n is the bit-depth and $X[*,*]$ and the lossy signal $\hat{X}[*,*]$ are the reconstructions of the reference hologram and compressed hologram obtained from NRSH respectively.

Bjøntegaard metric

The Bjøntegaard metric compares the rate-distortion performance of two coding solution across some rate/distortion region by computing the surface area that lies between the rate-SNR/SNR-rate curves of the two codecs, where the rate axis is logarithmically scaled [1].

SSIM

The Structural SIMilarity (SSIM) index is a full-reference perceptual metric to quantify the visual quality degradation measured by perceived change in structural information [15]. For complex valued data, the SSIM is obtained as the mean of the SSIM of the real and imaginary parts. The SSIM index is bounded between -1 to 1 where, values closer to 1 indicate high correlation and better perceptual quality while values closer to -1 indicates negative correlation. For compression, the range of values will lie closely in the range 0 to 1.

VIFp

The Visual Information Fidelity in pixel domain (VIFp) [13] is a faster implementation of the Visual Information Fidelity (VIF) which performs multi-scale analysis in spatial domain instead of originally utilized wavelet domain in VIF. In it's core, VIF approaches the overall visual process through the human visual system (HVS) as a baseline distortion channel which is added to every input data and models it using a stationary, zero mean, additive white Gaussian noise. Next, the mutual information is calculated between the source model (represented by the natural scene statistics) and the test image after adding the HVS baseline distortion. The value then

is normalized by the value of another mutual information similarly calculated for the reference image. VIF is bounded below by 0, which indicates that all information about the reference image has been lost in the distortion channel. In case of no distortion (reference compared to itself), VIF is exactly unity. However, its upper bound is not limited to 1. For example, in case of a linear contrast enhancement of the reference image that does not add noise to it, will result in a VIF value larger than one.

SNR of first-order wavefield

For off-axis holograms the relevant information is encoded in the first-order wavefield. The fidelity of the compressed first-order wavefield is measured by the signal to noise ratio (SNR) metric given in Eq. (4).

$$\mathrm{SNR} = 10\log_{10}\left(\frac{\sum_{u=-B_u}^{B_u}\sum_{v=-B_v}^{B_v}|U_f[u,v]|^2}{\sum_{u=-B_u}^{B_u}\sum_{v=-B_v}^{B_v}|U_f[u,v]-\hat{U}_f[u,v]|^2}\right) \tag{4}$$

where the demodulated first order wavefield in the frequency domain is denoted by $U_f[*,*]$ and its compressed version by $\hat{U}_f[*,*]$ while $[-B_u, B_u]$ and $[-B_v, B_v]$ is the bandwidth of the first-order term.

RMSE of retrieved phase

For quantitative phase imaging, the retrieved phase can provide additional insights on the effect of compression on meterological accuracy in practice. Phase-retrieval is a non-linear process due to the phase unwrapping being performed, which can sometimes introduce strong unwrapping errors even for small errors in the compression. The root mean squared error (RMSE) of the retrieved phase is calculated as shown in Eq. (5)

$$\mathrm{RMSE} = \sqrt{\sum_{i=L_a}^{L_b}\sum_{j=B_a}^{B_b}\frac{\left(\Phi[i,j]-\hat{\Phi}[i,j]\right)^2}{\left(L_b-L_a\right)\left(B_a-B_b\right)}} \tag{5}$$

where $[L_a, L_b]$ and $[B_a, B_b]$ describes the spatial boundary of the phase functions $\Phi[*,*]$ and $\hat{\Phi}[*,*]$ retrieved from the original hologram and the compressed hologram respectively. **Please note that the phase functions refer to the unwrapped phase in radians.**

The phase unwrapping functions to be used is based on efficient multiscale phase unwrapping methodology with modulo wavelet transform [3] applied on the the phase unwrapping via graph cuts (PUMA) algorithm [7].

Hamming distance

For binary holograms $X[*,*]$, the average Hamming distance between the compressed hologram $\hat{X}[*,*]$ is given as

$$\mathrm{H} = \frac{1}{AB}\sum_{i=1}^{A}\sum_{j=1}^{B}\left(X[i,j]\oplus\hat{X}[i,j]\right) \tag{6}$$

where $\oplus$ is the XOR operator.

3.4 Handling of colour information

Currently no validated procedures exist to de-correlate **colour information** in holography. For compression using anchor codecs, the three color channels are compressed independently. For quality evaluation, colour holograms are not converted to another colour space. The quality metrics are computed for each colour channel independently and the arithmetic mean is calculated as well as

$$\mathrm{M} = \frac{\mathrm{M_R} + \mathrm{M_G} + \mathrm{M_B}}{3} \tag{7}$$

where $\mathrm{M_R}$, $\mathrm{M_G}$, $\mathrm{M_B}$ refers to the quality metric for red, green and blue components respectively.

4 Testing pipeline

4.1 Pipeline for anchor codecs

4.1.1 Introduction

Unfortunately, so far no standards have been specified to address coding of holographic content. Hence, only codecs that have originally designed for natural image or binary image content can be deployed as anchor codecs. An additional problem is the fact that these anchor codecs typically do not depict a marvellous rate-distortion performance when directly applied to the hologram itself. Because of this reason two anchor codec pipelines have been devised. In a first pipeline, called the hologram plane coding pipeline, the anchor codec is directly applied to the hologram itself, requiring only a mapping of the typically deployed floating-point in the hologram domain to an integer representation that can be processed by the anchor codec. The second pipeline, the object plane coding pipeline, first the hologram is propagated to the object plane, subsequently converted to integer precision and finally encoded by the anchor codec. Inverting these steps delivers in both cases the decoded hologram, which can then be compared through quality assessment procedures with the original, reference hologram. The different quality assessment procedures deployed are discussed in Section 4.3.

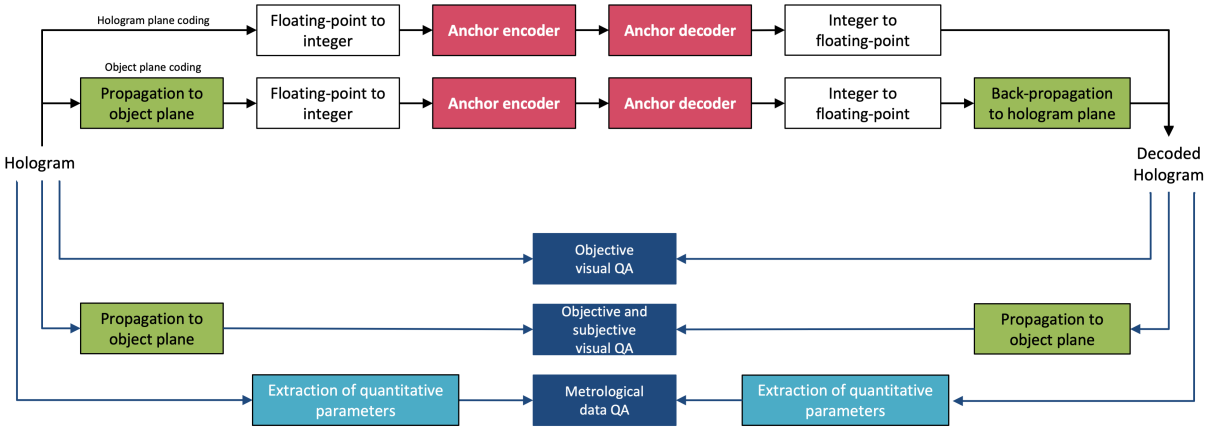

Fig. 1: The anchor codecs are tested in two pipelines, one performing the encoding in the hologram in the hologram plane, the other in the object plane. Visual quality assessment is performed in both planes, except for the subjective visual quality assessment, which is solely performed in the object plane. Metrological data quality is measured directly on the metrological data extracted from the uncompressed (original) and compressed holograms.

4.1.2 Propagation to object plane and back-propagation to hologram plane

To assess the objective and subjective visual quality of a hologram in the object plane, the hologram is reconstructed using the nrsh function from the numerical reconstruction software (NRSH 3.0) specified in document no. WG1N88042 [5]. The nrsh function generates the reconstructions at specified reconstruction points – viewing angles and focus planes – as listed in Table 1. It runs in Matlab 2017b (or higher) with the command:

```
>> [hol_rendered, clip_min_out, clip_max_out] = nrsh(hol, dataset, cfg_file,...
rec_dists, ap_sizes, h_pos, v_pos, clip_min, clip_max)
```

where the input parameters are:

- hol: hologram to be reconstructed. It can be a matrix that has been previously loaded in the Workspace, or it can be a path to a folder (provided as character array) (e.g. './holograms/Dices8K/') that contains the file(s) representing the hologram;
- dataset: represents the dataset to which the hologram (hol) belongs. It must be one of the following character arrays:
  - bcom8
  - bcom32
  - interfere
  - interfere4
  - emergimg
  - wut_disp

  only when hol is a path to a folder, this parameter can be left empty (with ''), since the dataset will be automatically detected;
- cfg_file: path to configuration file. It should be a character vector, e.g. './config_files/bcom/dices8K_000.txt';
- rec_dists: reconstruction distance(s) in meters. It can be a single value, or a row vector of values;
- ap_sizes: synthetic aperture size. If the synthetic aperture declaration is based on angles, it must be a single value (or a row vector of values) expressed in degrees . If the synthetic aperture declaration is based on pixel, it must be a $1 \times n$ cell array, in which every element is a 1×2 vector that expresses the aperture size in pixels (height x width); more information can be found in the NRSH user guide;
- h_pos: if the synthetic aperture declaration is based on angles, it represents the horizontal angles, in degrees, at which the synthetic aperture will be placed. If the synthetic aperture declaration is based on pixel, it represents the horizontal position at which the synthetic aperture will be placed, expressed in the range [-1, 1] where -1 is the leftmost position, while 1 is the rightmost position; more information can be found in NRSH user guide;
- v_pos: if the synthetic aperture declaration is based on angles, it represents the vertical angles, in degrees, at which the synthetic aperture will be placed. If the synthetic aperture declaration is based on pixel, it represents the vertical position at which the synthetic aperture will be placed, expressed in the range [-1, 1] where -1 is the lowermost position, while 1 is the uppermost position; more information can be found in the NRSH user guide;
- clip_min: minimal intensity value for reconstruction clipping. It can be a single value or a row vector of values. This value is optional: if not provided, it is computed and returned as the minimal numerical reconstruction intensity value after the optional percentile clipping and histogram stretching operations;
- clip_max: maximal intensity value for reconstruction clipping. It can be a single value or a row vector of values. This value is optional: if not provided, it is computed and returned as the minimal numerical reconstruction intensity value after the optional percentile clipping and histogram stretching operations;

and the output parameters:

- hol_rendered: reconstruction of the input hologram, returned as unsigned integer image (8 or 16 bpp, according to the value set in the configuration file). Note that in case of multiple reconstructions, hol_image is the last reconstruction performed.
- clip_min_out: minimal intensity of the numerical reconstructions. In case of multiple reconstructions, one value per reconstruction is returned.
- clip_max_out: maximal intensity of the numerical reconstructions. In case of multiple reconstructions, one value per reconstruction is returned.

The software calculates all possible combinations of rec_dists, ap_sizes, h_pos, v_pos provided as input and performs a reconstruction for each combination of values. If the corresponding functionality is enabled through the configuration file, the reconstructions are saved as MAT files and/or as PNG images (8 or 16 bpp) and stored in the ./figures/ConfigurationFileName/ path, where ./ is the root folder of NRSH. The file names are structured as follows:

```
<ConfigurationFileName>_<Hpos>_<Vpos>_<Ap_size>_<Rec_dist>.(mat | png)
```

For object plane coding, the given hologram is propagated to the plane of object by using the nrsh_complex function from the NRSH software 3.0 at the object plane distance (see Table 1). The kernels and distance are mentioned in the input configuration files, where the kernels used are invertible. To reverse the propagation, the mathematical inverse of the propagation kernel is used. Note that for some propagation kernels, this is not the same as applying the same propagation kernel with the negative object plane distance. The nrsh_complex function runs in Matlab 2017b (or higher) with the command:

```
>> [hol_rendered] = nrsh_complex(hol, dataset, cfg_file)
```

where the input and output parameters are the same as nrsh, except for:

- hol_rendered: light wave in the object plane, returned as a standard complex-valued floating point matrix. Note that in case of multiple reconstructions, hol_rendered is the last reconstruction performed.

The software calculates the numerical propagation of the complex light wave in the object planes located at distances defined in rec_dists, provided as input. If the corresponding functionality is enabled through the configuration file, the reconstructions are saved as MAT files and stored in the ./figures/ConfigurationFileName/ path, where ./ is the root folder of NRSH. The file names are structured as follows:

```
<ConfigurationFileName>_<Rec_dist>.mat
```

4.1.3 Floating-point to integer conversion

Since not all anchor codecs operate at floating-point precision, the holographic content is mapped from floating-point representation to a 16-bit integer representation, before encoding. This process is inversed immediately after decoding.

The mapping is based on a uniform mid-rise quantizer to convert the floating point inputs to integer bit-depths. For any given distribution, a Lloyd max quantizer will asymptotically iterate towards the mapping that minimizes the mean-squared error (MSE). However, for sufficiently large bit-depths, the Lloyd-max quantizer will approach the uniform quantizer [6]. The dequantized output for the uniform mid-rise quantizer is given by:

$$\mathcal{Q}(x, L, X_{\max}) = \left\{ \begin{array}{ll} \left(\frac{-L}{2} + 0.5\right) \frac{2X_{\max}}{L} & \text{else if } x < -X_{\max} \\ \left(\left\lfloor \frac{xL}{2X_{\max}} \right\rfloor + 0.5\right) \frac{2X_{\max}}{L} & \text{else if } -X_{\max} \leq x \leq X_{\max} \\ \left(\frac{L}{2} - 0.5\right) \frac{2X_{\max}}{L} & \text{otherwise} \end{array} \right\}. \quad (8)$$

where $L = 2^{16}$, while $X_{\max}$ refers to the value that minimizes the minimizes the MSE for the uniform quantizer. The choice of $X_{\max}$ represents a trade-off between the granular error (increases as $X_{\max}$ increases) and the overflow error (decreases as $X_{\max}$ increases till the largest value to be quantized) [14].

Since we use high bit-depths, the overflow error dominates the granular error and the value of $X_{\max}$ is almost always the largest floating point value to be quantized. However, for some cases we notice that $X_{\max}$ has a unimodal relationship with respect to its possible values, where $X_{\max}$ is lesser than the largest floating point value. Hence we also use the "golden section search" numerical optimization technique to obtain another candidate of $X_{\max}$ [10], from which the final candidate is chosen.

Please note that solely anchor codecs are subjected to this process. Proponent codecs shall be able to handle floating-point data at the input and output. The supported internal precision of the codecs under test is at the discretion of the proponents.

4.1.4 Anchor codecs

Three anchor codecs are selected for reference purposes: H.265/HEVC, JPEG 2000 and JBIG-1. As indicated in Table 3, they are not deployed in every setting.

Tab. 3: Anchor codecs and their employment during testing

Hologram type	**Higher precision**		**Binary**	
Anchor codec	**Hologram plane**	**Object plane**	**Hologram plane**	**Object plane**
H.265/HEVC	Yes	Yes	–	–
JPEG 2000	Yes	Yes	–	–
JBIG-1	–	–	Yes	–

4.1.4.1 H.265/HEVC is configured in intra-frame mode. HM version 16.22 is being deployed in the experiment. The software can be downloaded from: `https://vcgit.hhi.fraunhofer.de/jct-vc/HM/-/releases/HM-16.22` and should be compiled for as 64bit binary after enabling

internal 16bit representation by changing `define REXt__HIGH_BIT_DEPTH_SUPPORT 0` to `1` in the file `sources/Lib/TLibCommon/TypeDef.h`.

The exact configuration files of the codec can be found below. The codec was called as

`TAppEncoder.exe -c HEVC_genConf.cfg -c HEVC_specConf.cfg .`

Listing 1: HEVC_genConf.cfg

```
#======== Profile definition ==============
Profile                       : monochrome16
Tier                          : main

#======== Unit definition ================
MaxCUWidth                    : 64
MaxCUHeight                   : 64
MaxPartitionDepth             : 4
QuadtreeTULog2MaxSize         : 5

QuadtreeTULog2MinSize         : 2

QuadtreeTUMaxDepthInter       : 5
QuadtreeTUMaxDepthIntra       : 5

#======== Coding Structure ================
IntraPeriod                   : 1
DecodingRefreshType           : 0
GOPSize                       : 1

#============ Misc. ============
InputColourSpaceConvert       : UNCHANGED
InputChromaFormat             : 400
InternalBitDepth              : 16
WaveFrontSynchro              : 1
SummaryVerboseness            : 1
```

```
InputFile          : *YUV input filename*
InputBitDepth      : 16
BitstreamFile      : *Temporary bitstream filename*
ReconFile          : *YUV compressed + decoded output filename*
Level              : 8.5
QP                 : *qpn value*
SourceWidth        : *nr. of columns of input*
SourceHeight       : *nr. of rows of input*
FrameRate          : 1
FrameSkip          : 0
FramesToBeEncoded  : 1
```

4.1.4.2 JPEG 2000 can handle floating-point input, but is constraint to operate at 16-bit such as H.265/HEVC. The software can be downloaded from: `https://kakadusoftware.com/`. The exact configuration of the codec can be found below:

```
kdu_compress -i <image>.bmp -o tmp.jp2 -precise -no_weights Qstep=<X> .
```

4.1.4.3 JBIG-1 is included as anchor since it can handle binary image input. Hence, it will only be deployed during encoding of binary test data. The software can be downloaded from: `https://www.cl.cam.ac.uk/~mgk25/jbigkit/`. The exact configuration of the codec can be found below:

```
pbmtojbg <input-file.pbm> <output-file.jbg>
```

4.1.5 Coding conditions

Target bit rates for the experiments are provided in Table 4. Please note that the target bit rates are still subject to change with respect to the final Call for Proposal specifications since they are typically content dependent and might require to be tuned to stress test sufficiently the codecs under test. The bit rates for the colour holograms are three times as large as for the monochrome holograms since it is assumed the colour planes are encoded separately without exploiting potential correlations. Hence, every colour plane is attributed one third of the bit budget during encoding with the anchor encoders. Note also that both lossy and lossless – if supported – compression behaviour is tested.

Tab. 4: Target bit rates for the JPEG Pleno Holography test set.

Dataset	**Target Bitrate (bpp)**				
Monochrome holograms	0.1	0.25	0.5	1	2
Colour holograms	0.3	0.75	1.5	3	6

4.2 Pipeline for codecs under test

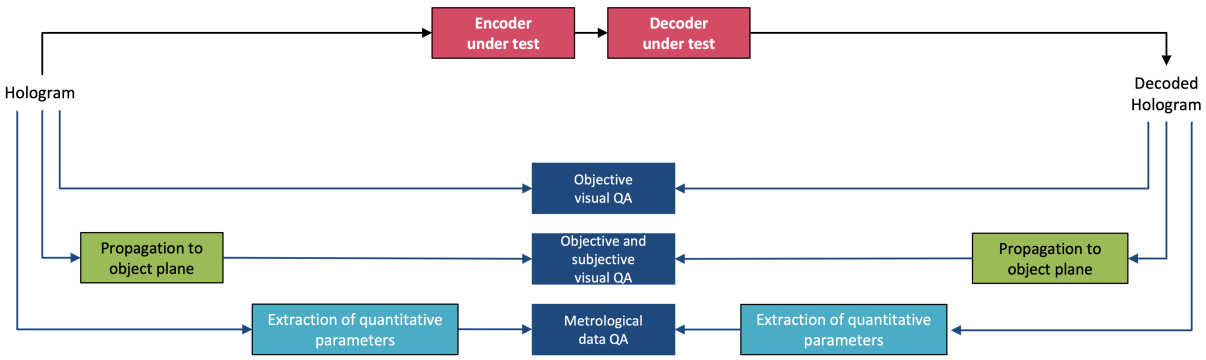

Fig. 2: Pipeline for the codec under test.

The proponents codecs will be evaluated in a similar fashion as the anchor codecs. The main difference is though that neither the floating-point to integer mapping and propagation modules are

explicitly present in the testing pipeline. Note though that proponents might opt for including them in the codec's modules depending on the advocated type of coding architecture/solution.

Encoders will be evaluated at the target bit rates reported in Table 4 as the case for the anchor codecs.

4.3 Quality assessment

4.3.1 Objective visual quality assessment

Objective visual quality assessment is performed in both the hologram plane as in the object plane. For the latter numerical reconstruction software (NRSH 3.0) is applied to generate the reconstructions at specified reconstruction points – viewing angles and focus planes – as listed in Table 1 .

Since not all introduced metrics are suitable for deployment in both planes or all types of holograms, Table 2 lists which metrics are utilized for testing of visual quality of holograms.

Because of computational complexity reasons measurements are currently only taken at various reconstruction positions and to the extend allowed by the characteristics of the holograms, namely center, left, top-center and top-left to account for different viewing angles and this in up to three depth planes. Also the average performance of these measurements will be calculated.

A Matlab script (QM.m) will be made available that implements the quality metrics and testing scripts and will be part of the Call for Proposals package.

4.3.2 Subjective visual quality assessment

Due to the lack of availability of high-end holographic display and the costly nature of holographic printing for subjective testing purposes, subjective visual quality assessment will be performed on numerical reconstructions displayed on high-end 2D monitors. The holograms will be rendered as a pseudo-video to allow for better evaluation of the 3D features in the reconstructed holograms. Please note that a similar procedure is followed as for the Call for Proposals on Light Field Coding [8] and the Call for Evidence on Point Cloud Coding [12], while of course accounting for the particular properties of the holographic modality. Note that in later phases of the standardization process, other types of subjective tests might be carried out providing additional evidence in support of the decision process.

To facilitate a sound subjective evaluation, the holograms will be reconstructed and displayed according to the procedure outlined below. Because of time constraints to run the experiments only a selection of the holograms listed in Table 4 will be involved.

View Reconstruction Holograms will be reconstructed using the reference software (NRSH) V3.0 [5] and should be reconstructed for, and viewed on, a professional Eizo CG318-4K 2D monitor with 4K UHD resolution (4096×2160 pixels) and 10-bit colour depth, which is recommended for use in visual test laboratories [4]. The colour representation mode is set to ITU-R BT.709-6. The monitor is calibrated using the build-in sensor on the monitor, operated by the ColorNavigator-7 Color Management Software. The calibration is set for the sRGB Gamut, D65 white point, 120 cd/m^2 brightness, and minimum black level of 0.2 cd/m^2.

Moreover, holograms should be reconstructed such that the intrinsic resolution of the rendered scene matches the display resolution. To do so, a sliding synthetic aperture of the size 2048×2048 pixels is used to extract the views for reconstruction. For holograms reconstructed with larger apertures, cropping will be applied to fit the 2048×2048 pixel patch size. The exact cropping zone will be at the discretion of the test lab.

Video Production A pseudo video sequence will be generated from the reconstructed views for each reference and test hologram.

The exact path used for sliding the aperture on holograms and extracting the video sequences will vary depending on the content type and will only be known to a limited set of people responsible for subjective testing and not involved as proponent in the process. The view paths are not revealed to proponents to avoid proposals being explicitly tailored according to content view paths.

Exact duration and frame rates of these videos will be communicated later and are currently subject of an exploration study. The video frames will be then visually losslessly compressed with the HEVC encoder (using FFmpeg software);

Viewing Conditions Viewing conditions should follow ITU-R Recommendation BT.500.13 [BT50013]. MPV video player will be used for displaying the videos.

Displays used in the subjective testing should have anti-aliasing disabled.

Training Before Subjective Evaluation The test subjects are required to pass the Snellen visual acuity test and the Ishihara colourblindness test. Prior to subjective evaluation there will be a training period to acclimatize participants to the purpose of the experiment and their task.

This training period involves showing participants video sequences similar to the ones used in the test, guidance regarding presence of the speckle noise and the scoring protocol. **Test subjects will be instructed to ignore the speckle noise in their evaluation.** Participants are requested to score the perceived quality of the rendered hologram in relation to the uncompressed reference.

Subjective Evaluation Protocol The DSIS simultaneous test method will be used with a 5-level impairment scale, including a hidden reference for sanity checking. Both the reference and the degraded stimuli will be simultaneously shown to the observer, side-by-side, and every subject asked to rate the visual quality of the processed with respect to the reference stimulus. The reference will always shown on the same location.

Analysis of Results Outlier detection algorithm based on ITU-R Recommendation BT.500-13 [BT50013] should be applied to the collected scores, and the ratings of the identified outliers will be discarded. The scores are then averaged to compute mean opinion scores (MOS) and 95% Confidence Intervals (CIs) computed assuming a Student's t-distribution.

4.3.3 Metrological quality assessment

The exact specification of the metrological quality assessment is currently subject of an exploration study.

References

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