Supplementary Materials

[Details of the cartoon BIQA Dataset]

The first dataset proposed in this paper consists of 200 HQ cartoon images with a resolution of 640×480. As shown in Fig. S-1, these cartoon images contain different kinds of contents, *e.g.*, cartoon characters, buildings, animals, simple patterns, design elements, sceneries. These HQ images are then degraded via 5 types of distortions with two levels for each type of distortion, *i.e.*, JPEG compression, Gaussian noise, salt and pepper noise, Gaussian blur, and AVS2 compression. Hence, there are total 2000 degraded images in this dataset. Examples of different types of distorted images are shown in Fig. S-2.

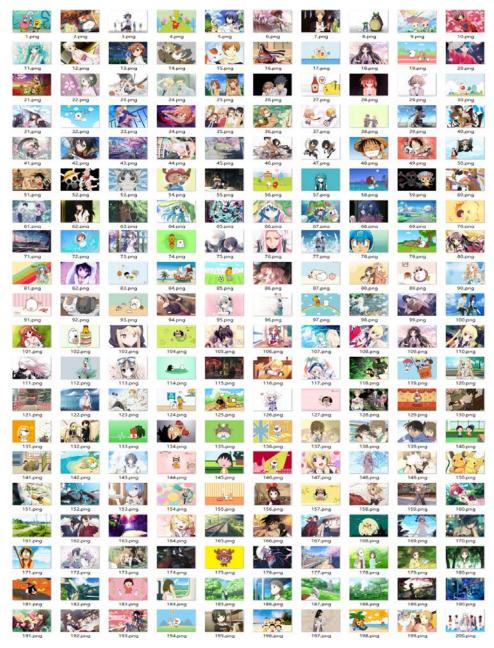


Fig. S-1. Cartoon images in the proposed cartoon BIQA dataset

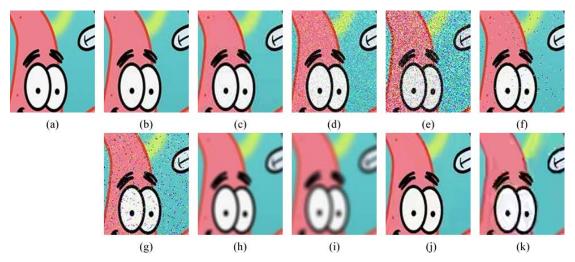


Fig. S-2. Examples of different distortions in the cartoon BIQA dataset, (a) original high quality, (b) JPEG compression, QF: 60, (c) JPEG compression, QF: 30, (d) Gaussian noise, mean 0 and variance 0.01, (e) Gaussian noise, mean 0 and variance 0.05, (f) Salt and pepper noise, density 0.01, (g) Salt and pepper noise, density 0.05, (h) Gaussian blur, standard deviation 3 and filter size 5, (i) Gaussian blur, standard deviation 3 and filter size 8, (j) AVS2 compression, QP:38, (k) AVS2 compression, QP:52.

To obtain the mean opinion score (MOS), 30 viewers were invited to participate in the subjective image quality assessment. Because each participant needs to score as many as 2000 images, a MATLAB interface was provided for participants to facilitate the quality assessment process. As shown in Fig. S-3, a degraded image and the corresponding reference HQ image are simultaneously displayed in the MATLAB interface. The participants subjectively assessed each image with a score, ranging from 0 to 100, by comparing the image with the reference one.

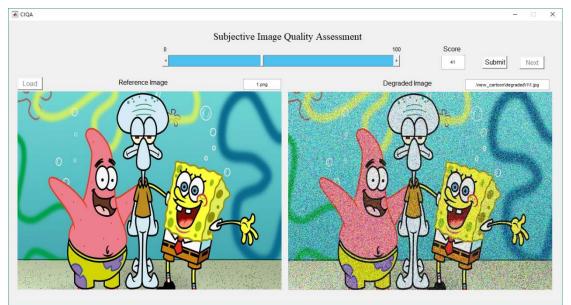


Fig. S-3. MATLAB interface used to subjective image quality assessment

After the subjective image quality assessment, the average score of each image is computed firstly,

$$\bar{s} = \frac{1}{N} \sum_{i=1}^{N} s_i$$

where s_i is the subjective score of the *i*-th participant, N(N=30) is the number of participants. To obtain

more accurate scores, the standard deviation is computed:

$$\sigma = \sqrt{\sum_{i=1}^{N} \frac{(s_i - \bar{s})^2}{(N-1)}}$$

Based on the assumption that the subjective scores follow the normal distribution, a confidence interval is then computed, *i.e.*, $[\bar{s} - \delta, \bar{s} + \delta]$, where $\delta = Z_{\alpha/2}(N-1)\frac{\sigma}{\sqrt{N}}$. In this paper, the confidence level is set as 99.9%, thus $\alpha = 0.001$, $Z_{\alpha/2}(N-1)$ is 3.659. Finally, a score is removed if it is not in the confidence interval, MOS is computed by the average of the scores after removing the outliers.

[Details of the early cartoon testing dataset]

The second dataset contains a variety of real-world early cartoon images collected from the web, and these early cartoons contain real and complex artifacts rather than artificial distortions. In order to obtain corresponding HQ images, these early cartoons are reconstructed via two deep neural networks (DNN), *i.e.*, a deep convolutional neural network (CNN), and a deep residual network (ResNet) architecture¹. Fig. S-4 shows the cartoon images in this dataset, and Fig. S-5 displays some close-ups to observe the visual quality. It is clear that the reconstructed images are much visually better than original LQ images.



Fig. S-4. Cartoon images in the early cartoon testing dataset.

¹ This DNN-based cartoon image restoration method is another work of ourselves. Here we do not introduce the details of these two networks. By the way, we found that current natural image BIQA methods often fail on cartoon scenarios in our cartoon restoration experiments. This phenomenon forces us to carefully analyze the characteristics of cartoon images and specially design an effective cartoon BIQA method.

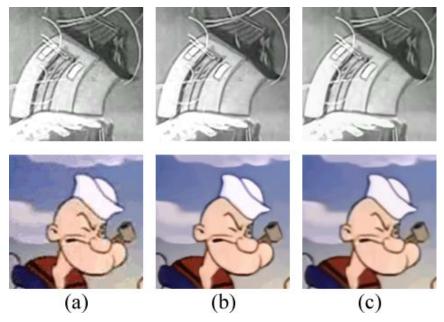


Fig. S-5. Some close-ups of images in the early cartoon testing dataset, (a) denotes the LQ early cartoons; (b) and (c) denote the reconstructed HQ images via different DNN methods.

[More results on early cartoon testing dataset]

More BIQA results of early cartoons are shown in Fig. S-6. Note that the BIQI, ILNIQE, NFERM, BRISQUE and BMPRI have been retrained with the cartoon image dataset. The left column is LQ images, the middle and right columns denote the reconstructed HQ images via two different DNN methods. The HQ reconstructed images obviously have better visual quality. However, these natural image BIQA methods all produce unreasonable scores (which are marked in red), because they often tend to generate higher scores to significant LQ images. In contrast, the proposed method always produces reasonable scores which are highly consistent with human perception. These results demonstrate that the proposed method is more suitable and robust for cartoon scenarios since it is specially designed based on the characteristics of cartoons.



BIQI[21] 0 7305 TCLT[22] 0 7979 ILNIOE[41] 0.6424 NFERM[24] 0.9628 DIIVINE[39] 0.5649 SISBLIM[42] 0.1833 BRISQUE[40] 0.9204 BPRI[27] 0.9964 BMPRI[28] 0.8552 CBIQA(ours) 0.6891



BIQI[21] 0.5811 TCLT[22] ILNIOE[41] 0.6030 DIIVINE[39] 0.4538 BRISQUE[40] 0.9108 BPRI[27] BMPRI[28] 0.7166 CBIQA(ours)

0.6221 NFERM[24] 0.8223 SISBLIM[42] 0.1753 0.9328 0.8347



BIQI[21] 0.6702 TCLT[22] NFERM[24] 0 5593 ILNIOE[41] 0.6255 0.8187 DIIVINE[39] 0.3004 SISBLIM[42] 0.1607 BRISQUE[40] 0.9328 BPRI[27] 0.9355 BMPRI[28] 0.7139 CBIQA(ours) 0.7545



BIOI[21] 0.5855 ILNIQE[41] 0.7612 DIIVINE[39] 0.5148 BRISQUE[40] 0.7896 BMPRI[28] 0.6930

TCLT[22] NFERM[24] 0.3973 0.7145 SISBLIM[42] 0.1651 BPRI[27] 0.8860 CBIQA(ours) 0.8201

NFERM[24] 0.7072

SISBLIM[42] 0.1556

CBIQA(ours) 0.8306

0.8538

0.4492

0.8944

BPRI[27]

TCLT[22]

BPRI[27]

NFERM[24] 0.7930

SISBLIM[42] 0.1751

CBIQA(ours) 0.6231



0.6183 BIQI[21] ILNIQE[41] 0.7452 DIIVINE[39] 0.2565 BRISQUE[40] 0.8120 BMPRI[28] 0.6924

BIQI[21] 0.6787 ILNIQE[41] 0.7515

DIIVINE[39] 0.5370

BRISQUE[40] 0.9284

BMPRI[28]

TCLT[22] 0.5436 NFERM[24] 0.6969 SISBLIM[42] 0.1493 BPRI[27] 0.8505 CBIQA(ours) 0.7740

TCLT[22] 0.5143 NFERM[24] 0.7726

SISBLIM[42] 0.1760

CBIQA(ours) 0.6235

0.8791

0.5901

0.9245

BPRI[27]

TCLT[22]

BPRI[27]

NFERM[24] 0.8142

SISBLIM[42] 0.1710

CBIQA(ours) 0.7781

DIIVINE[39] 0.2672 BRISQUE[40] 0.8091 0.6957

TCLT[22] NFERM[24]

BPRI[27]

SISBLIM[42] 0.1545

CBIQA(ours) 0.8323

0.4470

0.6841

0.8619

0.5525 TCLT[22] BIQI[21] 0.6510 ILNIQE[41] 0.7420 NFERM[24] 0.9228

SISBLIM[42] 0.1664

CBIQA(ours) 0.6888

TCLT[22] 0.6532 NFERM[24] 1.0096

SISBLIM[42] 0.1817

CBIQA(ours) 0.4606

NFERM[24] 0.9978

SISBLIM[42] 0.1779

BPRI[27]

BPRI[27]

0.6532

0.9888

0.9859

BPRI[27]

TCLT[22] NFERM[24]

BPRI[27]

SISBLIM[42] 0.1705

CBIQA(ours) 0.7684

0.7393

0.7754

0.8383

0.5816

0.9493

0.9854

BIQI[21]

ILNIQE[41]

BMPRI[28]

BMPRI[28]

BIQI[21]

ILNIQE[41]

BMPRI[28]

BIQI[21] ILNIQE[41]

DIIVINE[39] 0.4007

DIIVINE[39] 0.6053

BRISQUE[40] 0.9019

0.6604

0.7730

0.6929

0.5544

0.6543

DIIVINE[39] 0.5350

BRISQUE[40] 0.7974

0.6167

0.7587

0.6850

BIQI[21] 0.7463 ILNIQE[41] 0.7233 DIIVINE[39] 0.3061 BRISQUE[40] 0.7358 BMPRI[28] 0.8738

BIQI[21]

ILNIQE[41]

BMPRI[28]

DIIVINE[39] 0.5791

BRISQUE[40] 0.7769



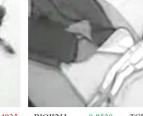
BIQI[21] 0.7657 0.7714 ILNIQE[41] DIIVINE[39] 0.6234 BRISQUE[40] 0.8389 BMPRI[28] 0.8649



BIQI[21] ILNIQE[41] 0.7536 0.6919 DIIVINE[39] 0.5799 BRISQUE[40] 0.9321 BMPRI[28] 0.8641



BIQI[21] TCLT[22] 0.4935 NFERM[24] 0.9556 0.7447 ILNIOE[41] 0.7647 DIIVINE[39] 0.5365 SISBLIM[42] 0.1575 BRISQUE[40] 0.7576 BPRI[27] BMPRI[28] 0.8323 CBIQA(ours) 0.5568



BMPRI[28]

0.9816





BIQI[21] ILNIOE[41] 0.7606 DIIVINE[39] 0.5093 BRISQUE[40] 0.8090 0.6876

BPRI[27]



CBIQA(ours) 0.6750



0.6964

ILNIQE[41] 0.5591 DIIVINE[39] 0.2678 BRISQUE[40] 0.9349 BMPRI[28] 0.7110

0.5606 NFERM[24] 0.8336 SISBLIM[42] 0.1603 BPRI[27] 0.9308 CBIQA(ours) 0.7396



BIQI[21] 0.8287 ILNIOE[41] 0.7637 DIIVINE[39] 0.3927 BRISQUE[40] 0.7767 BMPRI[28] 0.6869

TCLT[22] 0.4264 NFERM[24] 0.7246 SISBLIM[42] 0.1385 BPRI[27] 0.8621 CBIQA(ours) 0.5989





NFERM[24] 0.7878

SISBLIM[42] 0.1265

CBIQA(ours) 0.3023

0.9038

0.4478

0.8010

0.8922

0.5470

0.7585

BPRI[27]

TCLT[22]

BPRI[27]

NFERM[24]

SISBLIM[42] 0.1951

CBIQA(ours) 0.7534

BIQI[21] 0.8726 ILNIQE[41] 0.7440 DIIVINE[39] 0.2087 BRISQUE[40] 0.8795 BMPRI[28] 0.6948

TCLT[22] 0.4742 NFERM[24] 0.7786 SISBLIM[42] 0.1292 BPRI[27] 0.8890 CBIQA(ours) 0.3269



ILNIQE[41] 0.7348 DIIVINE[39] 0.3817 BRISQUE[40] 0.8979 BMPRI[28] 0.6921

BIQI[21]



BIQI[21] 0.7184 0.7286 ILNIQE[41] DIIVINE[39] 0.5226 BRISQUE[40] 0.8740 BMPRI[28] 0.8564



BIQI[21] 0.5979 ILNIQE[41] 0.7278 DIIVINE[39] 0.5928 BRISQUE[40] 0.8830 BMPRI[28] 0.6925

TCLT[22] 0.5141 NFERM[24] 0.7791 SISBLIM[42] 0.2029 BPRI[27] 0.8765 CBIQA(ours) 0.6546

BIQI[21] 0.6257 ILNIQE[41] 0.7457 DIIVINE[39] 0.6252 BRISQUE[40] 0.8648 BMPRI[28] 0.6923

0.8017 TCLT[22] 0.6415 0.7818 NFERM[24] 1.0204 SISBLIM[42] 0.1942 BPRI[27] 0.9886

CBIQA(ours) 0.5693

TCLT[22] 0.7109 NFERM[24] 0.7256

SISBLIM[42] 0.1914

CBIQA(ours) 0.7580

0.9673

BPRI[27]

NFERM[24] 0.9593

SISBLIM[42] 0.1557

CBIQA(ours) 0.2454

0.9843

BPRI[27]



BIQI[21] ILNIQE[41] DIIVINE[39] 0.6445 BRISQUE[40] 0.8348 BMPRI[28] 0.8604

0.7430

0.7493

0.6751

0.7947

BIQI[21]

BIOI[21]

ILNIOE[41]

DIIVINE[39] 0.6517

BRISQUE[40] 0.9918

ILNIOE[41]

DIIVINE[39] 0.6324

BRISQUE[40] 0.8159

BMPRI[28] 0.8111





BIQI[21] 0.5511 ILNIQE[41] 0.7310 DIIVINE[39] 0.6062 BRISQUE[40] 0.9245 BMPRI[28] 0.7094

BPRI[27]

TCLT[22] NFERM[24]





TCLT[22] NFERM[24] SISBLIM[42] 0.1684 BPRI[27] 0.9229 CBIQA(ours) 0.8722



BIOI[21] 0.5927 ILNIQE[41] 0.7374 DIIVINE[39] 0.5732 BRISQUE[40] 1.0277 BMPRI[28] 0.7647

TCLT[22] 0.7030 NFERM[24] 0.7125 SISBLIM[42] 0.2475 BPRI[27] 0.9510 CBIQA(ours) 0.9336



BIQI[21] 0.5984 ILNIOE[41] 0.7606 DIIVINE[39] 0.5266 BRISQUE[40] 1.0575 BMPRI[28] 0.7321

BPRI[27] 0.9453 CBIQA(ours) 0.9060





NFERM[24] 0.6302

SISBLIM[42] 0.2616

CBIQA(ours) 0.9396

TCLT[22] 0.6838 NFERM[24] 0.7861 SISBLIM[42] 0.1984 BPRI[27] 0.9400 CBIQA(ours) 0.9206





BIQI[21] 0.8149 ILNIOE[41] 0.7823 DIIVINE[39] 0.6678 BRISQUE[40] 1.0348 BMPRI[28] 0.8123



NFERM[24] 0.8700 SISBLIM[42] 0.1922

CBIQA(ours) 0.7668

0.9722

BPRI[27]



BIQI[21] 0.6634 ILNIQE[41] 0.7797 DIIVINE[39] 0.6898 BRISQUE[40] 1.0367 BMPRI[28] 0.7292





TCLT[22]

BPRI[27]

0.7251

0.9501



Fig. S-6. BIQA results of early cartoons. The left column denotes the LQ early cartoons; the middle and right columns denote the reconstructed HQ images via different DNN methods (score that is inconsistent with human perception is marked in red.).

[Other implementation details]

In this paper, Chi-square distances between the histograms of a cartoon image and prior models are computed to measure the image quality. In order to normalize the distance to a score between 0 and 1, we experimentally select a modified sigmoid function. The values of original sigmoid function are between 0.5 and 1 when the independent variable is greater than 0, and it is a monotonous increasing function. Hence, we transform sigmoid function to a monotonous decreasing function with the values from 1 to 0, as follows,

$$f(\mathbf{x}) = \frac{2e^{-x}}{1+e^{-x}}$$

The function curve is shown in Fig. S-7. It is obvious that this curvilinear function can distinguish image quality better than linear function, especially when the distances are relatively small. That means this modified sigmoid curve is helpful to assess image quality in some difficult situations.

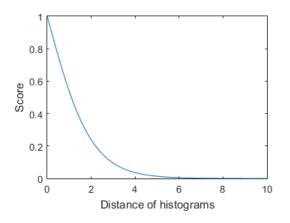


Fig. S-7. Function curve used in our score normalization.