

Validating the black point compensation standardization

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Timeline

BPC introduced in Photoshop 5.0 - 1998

Adobe Makes BPC algorithm available 2005/2006

ICC/ISO TC130 to create a document to standarize the algorithm - 2013

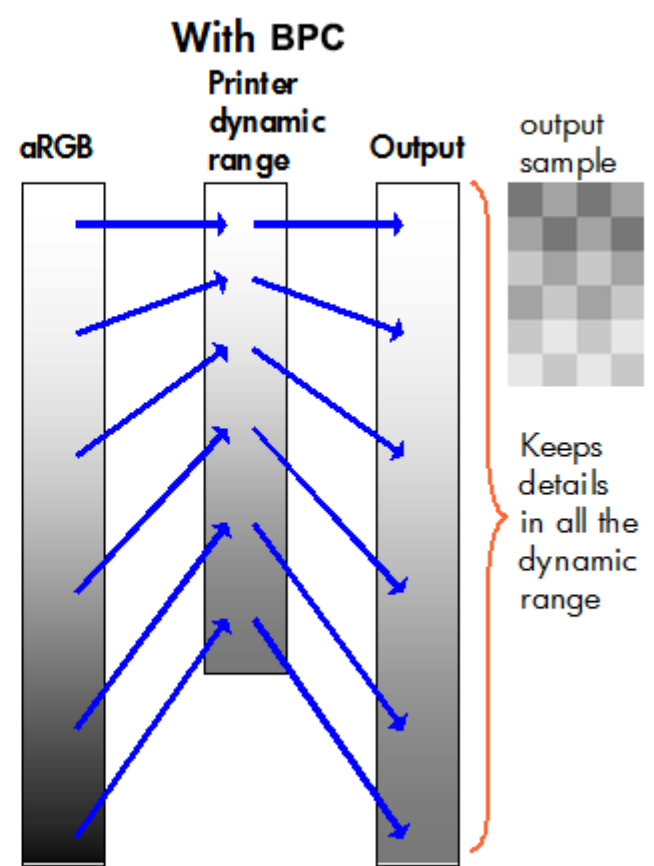
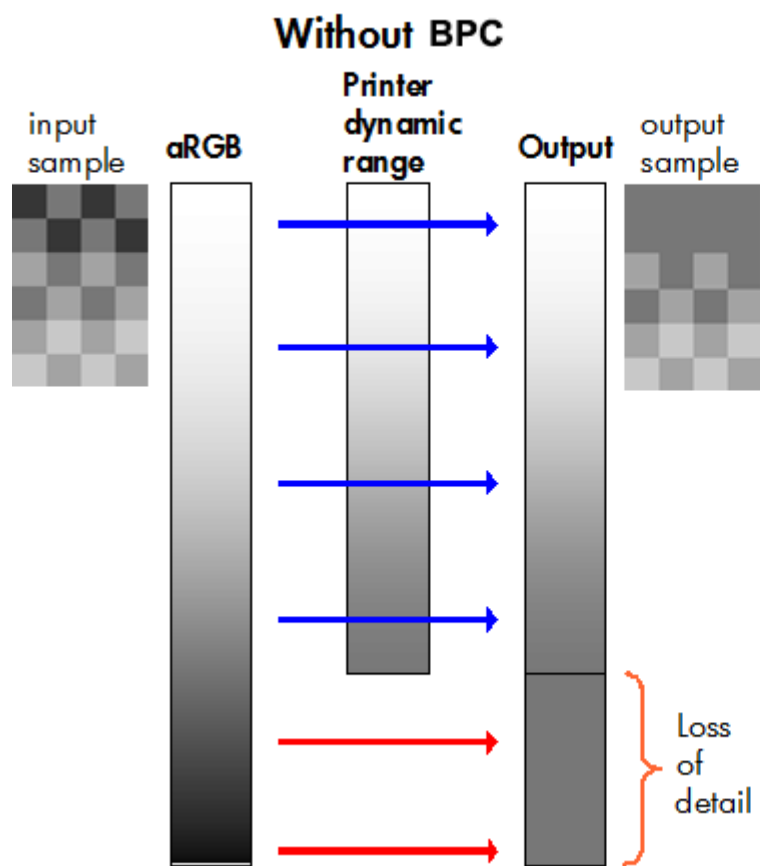


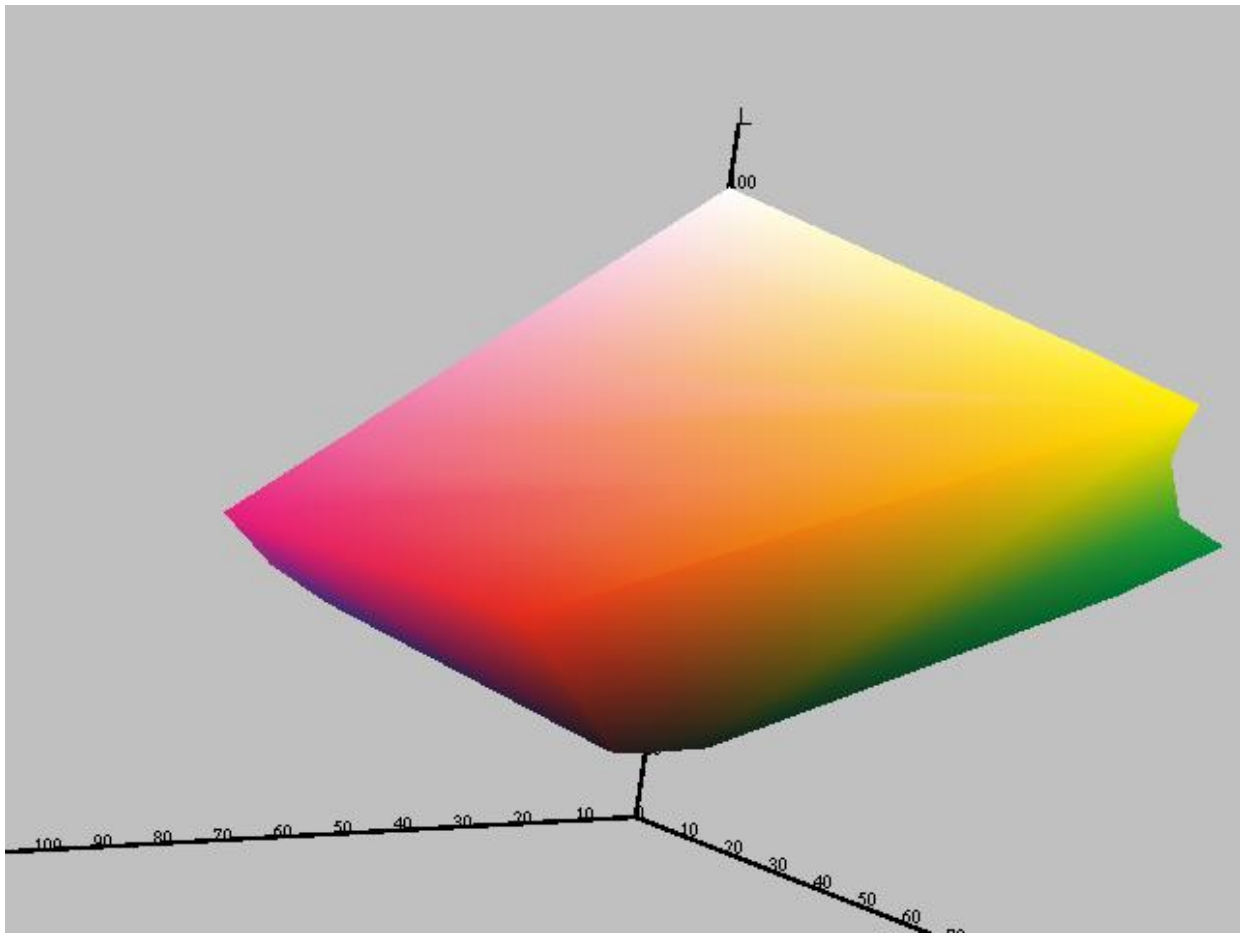
Black point compensation: what does

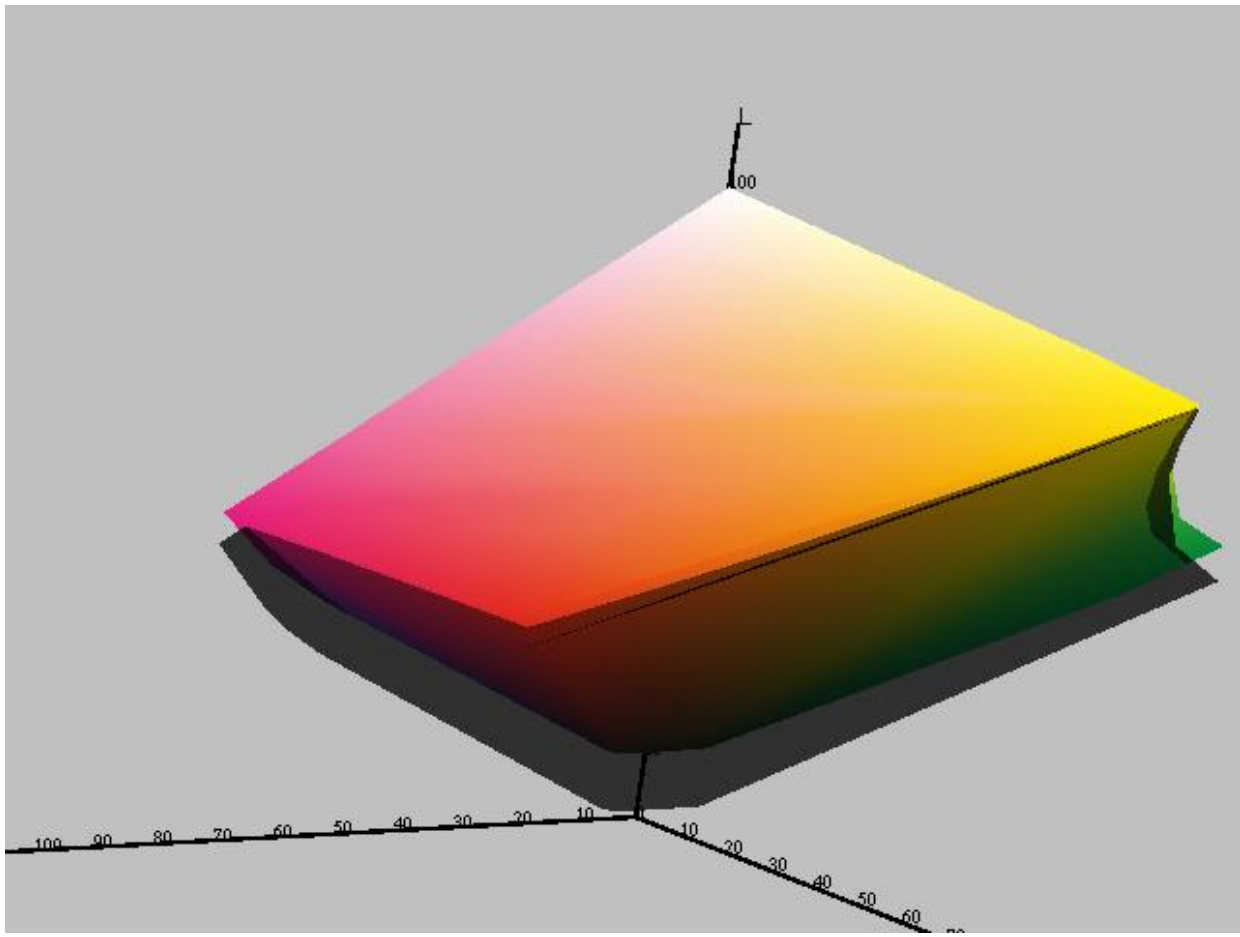


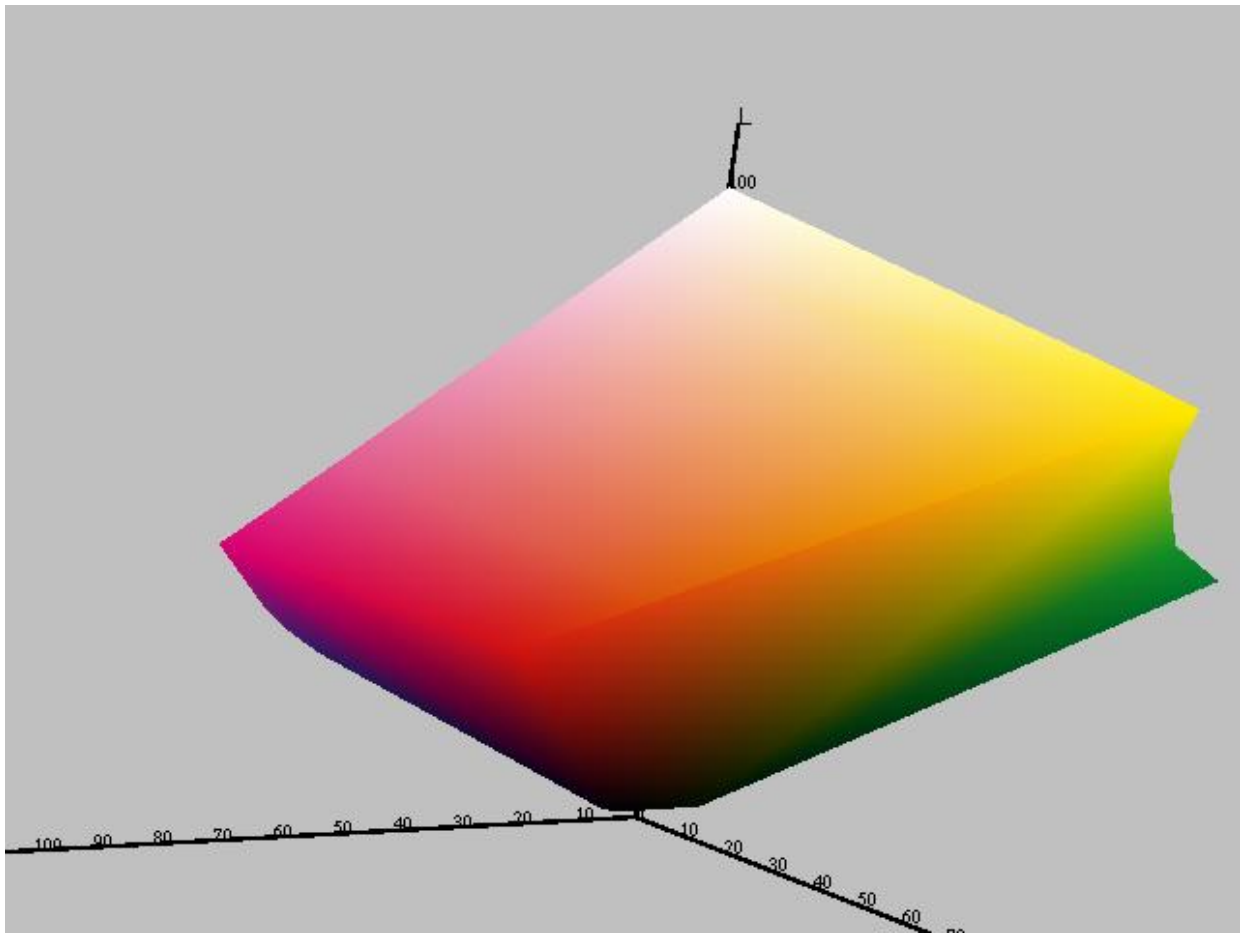
Black point compensation: what does











Black point compensation: How it works

$$X_o = a_x * X_i + b_x$$

$$Y_o = a_y * Y_i + b_y$$

$$Z_o = a_z * Z_i + b_z$$

$$0.96 = a_x * 0.96 + b_x$$

$$1.00 = a_y * 1.00 + b_y$$

$$0.82 = a_z * 0.82 + b_z$$

$$X_{\text{black_dest}} = a_x * X_{\text{black_src}} + b_x$$

$$Y_{\text{black_dest}} = a_y * Y_{\text{black_src}} + b_y$$

$$Z_{\text{black_dest}} = a_z * Z_{\text{black_src}} + b_z$$

Black point compensation: What makes it so difficult?

$$X_{\text{black_dest}} = a_x * X_{\text{black_src}} + b_x$$

$$Y_{\text{black_dest}} = a_y * Y_{\text{black_src}} + b_y$$

$$Z_{\text{black_dest}} = a_z * Z_{\text{black_src}} + b_z$$

DETECTION OF BLACK POINTS



Test implementation done by HP

- Using just the BPC paper
- Based on the Icms framework
- Checked against 238 ICC profiles



Test implementation done by HP

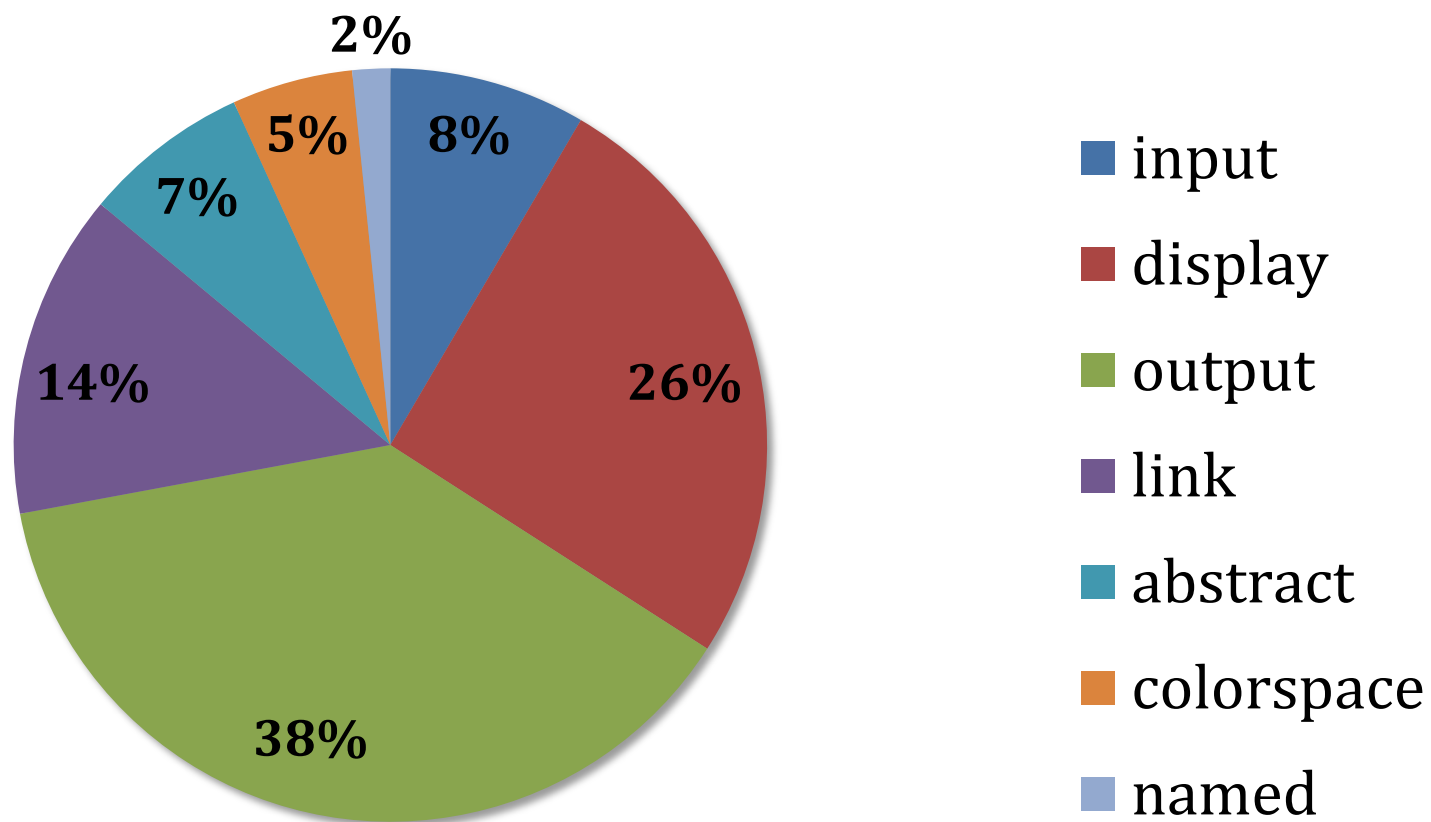
Why?

- To check robustness of the algorithm.
- To check consistency with the Adobe color engine

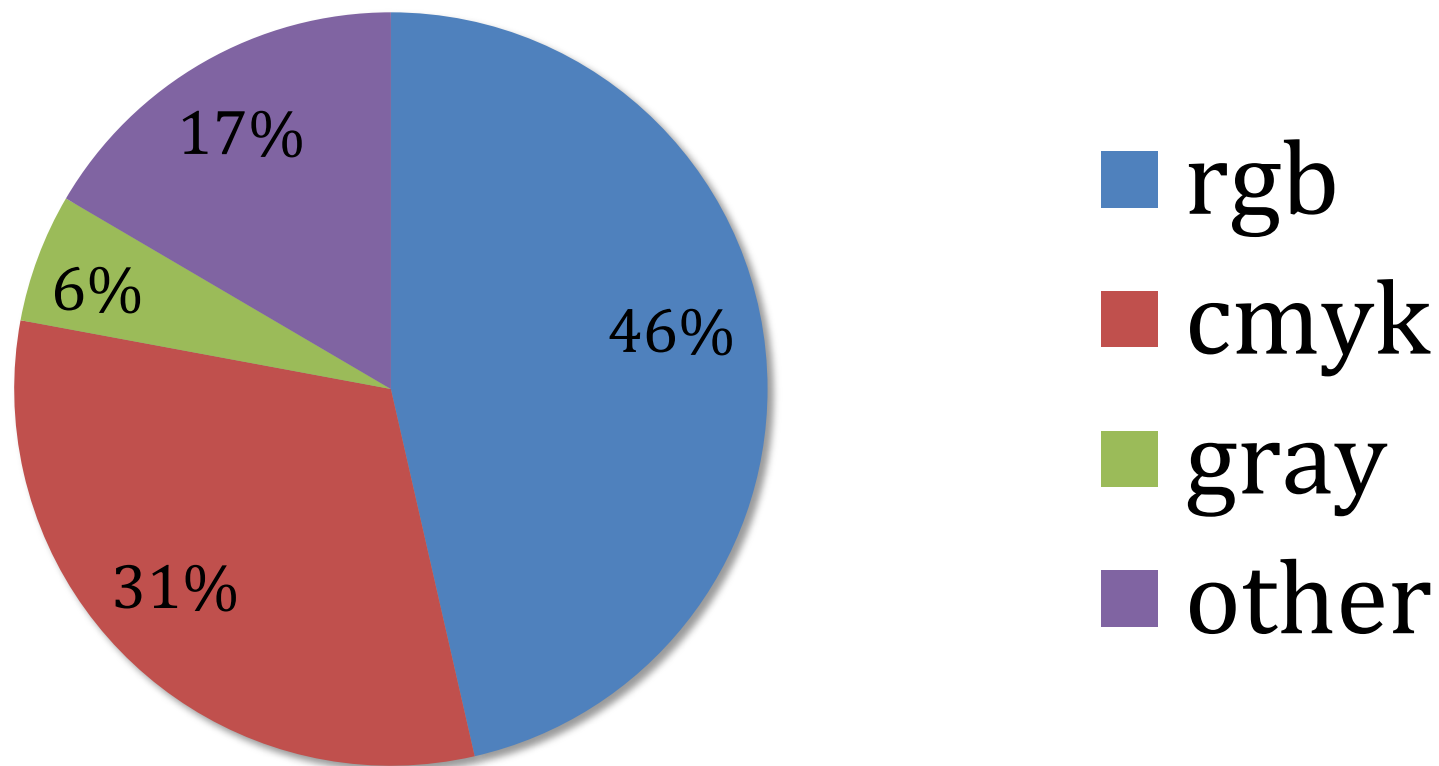
How?

- Transforms from known profiles: RGB (*sRGB IEC61966-2.1*) and CMYK (*U.S. Web Coated SWOP v2*) to every single profile in the test.
- **238 profiles * 3 intents * 2 input = 1428 single tests**

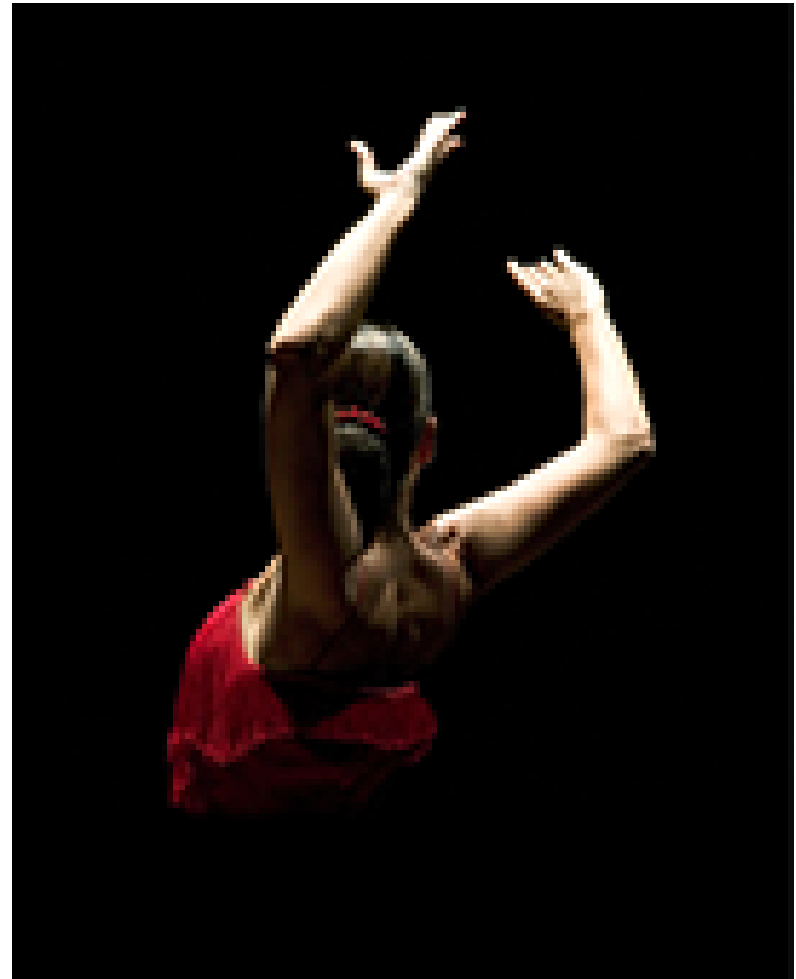
Distribution by class



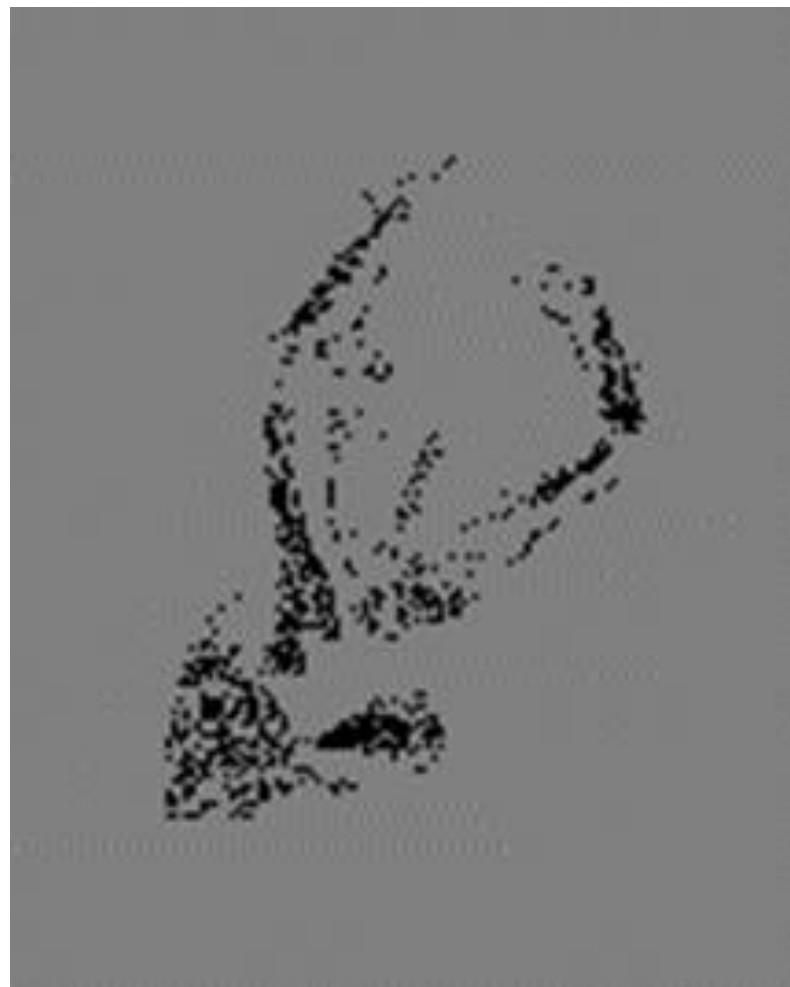
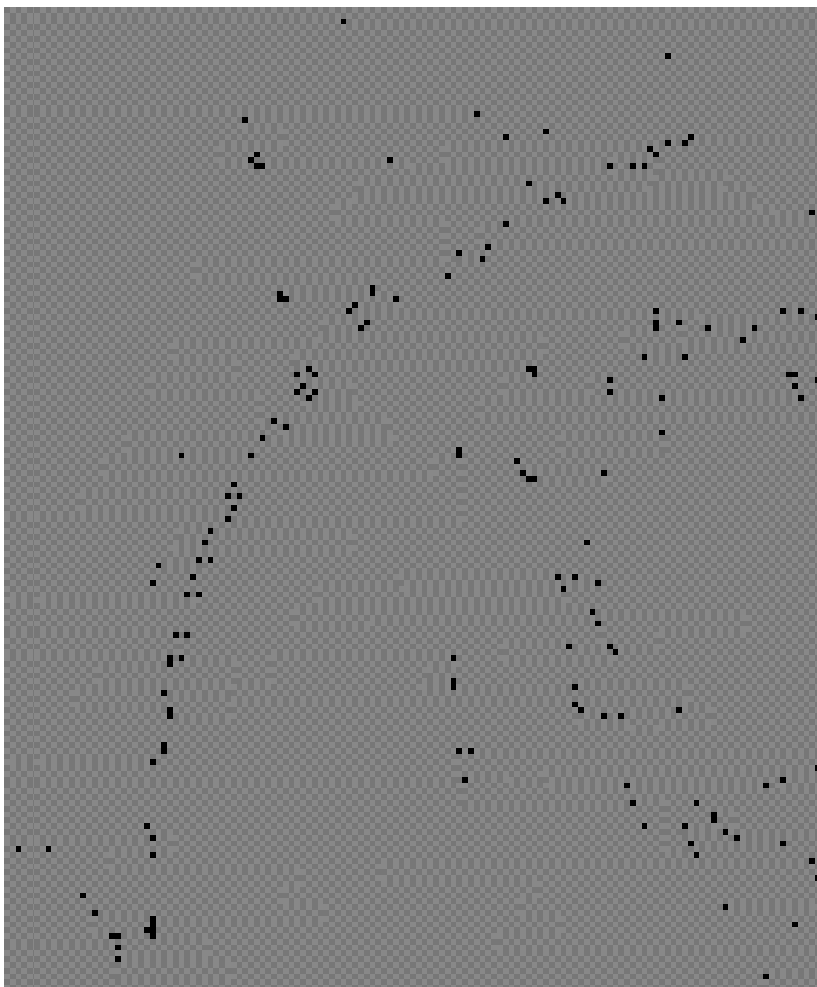
Distribution by colorspace



Test Images



Differences



Conclusions

- A number of **qualification tests** have been performed by HP using the **proposed BPC specification**.
- The tests have found the results to be **robust** and **highly consistent** with the black point compensation feature offered by Adobe products.

Thank you!