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# **[A127] Description of video coding technology proposal by ETRI**

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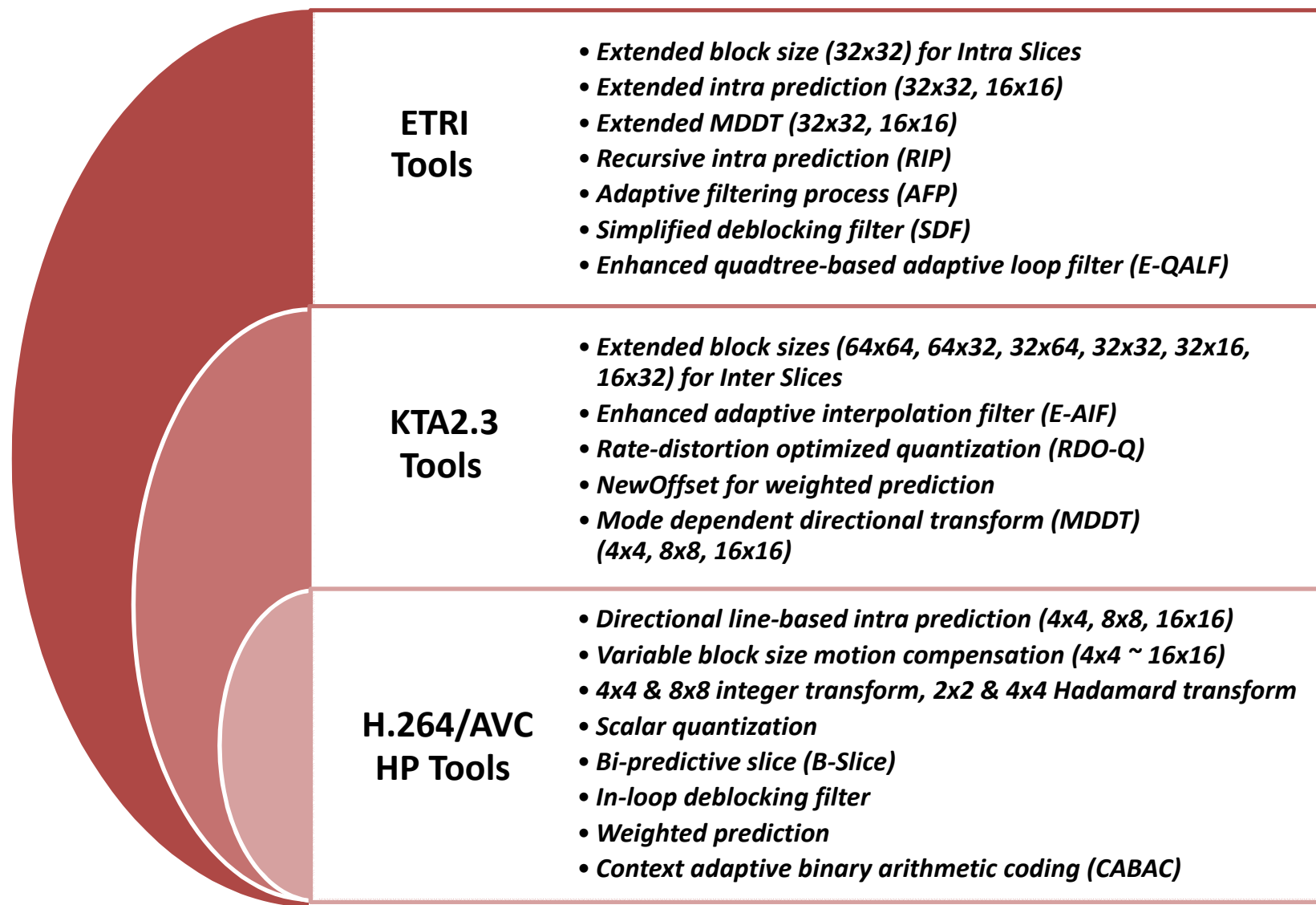


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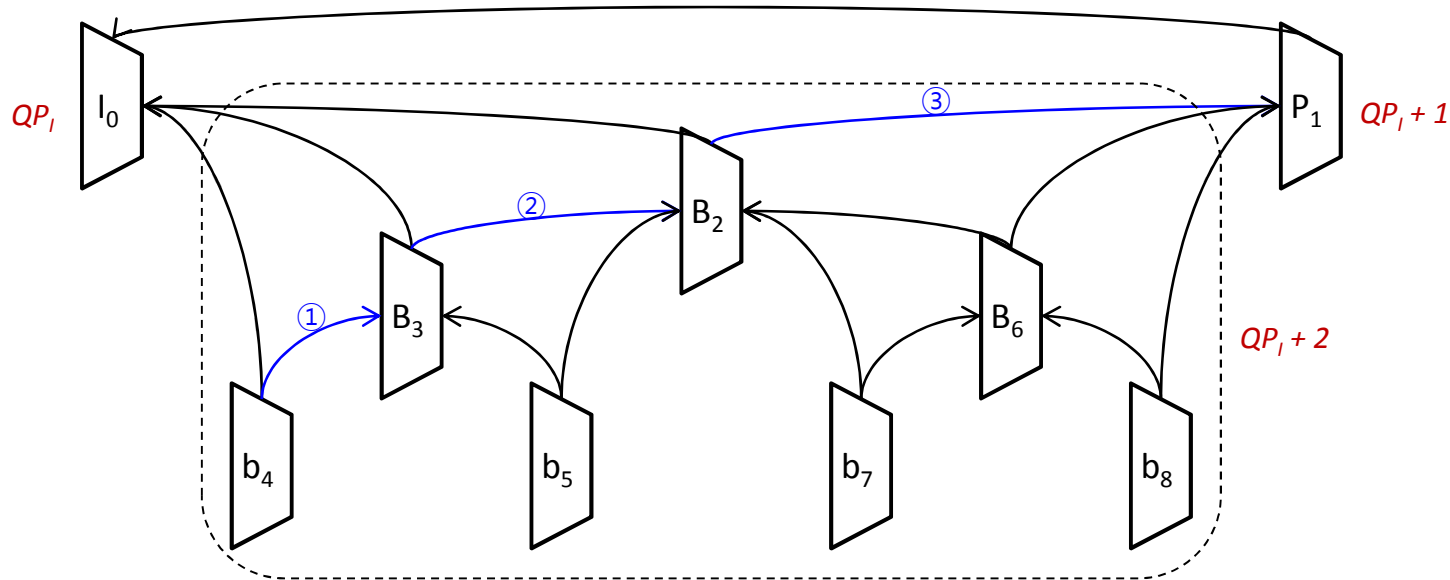
# Tool Summary



# Prediction Structure

## ❑ Constraint Set 1

- ❖ Hierarchical B with 4 levels (similar to Alpha anchor)
  - open GOP with length=8
  - max 4 reference frames (B: max 2 per list, P: max 4) not from the lower levels
  - max 3 frames reordering
- ❖ Structural delay less than 8 pictures
- ❖ Static QPs with possible 1-time change for each seq.
- ❖ Random access intervals less than 1.1 seconds
  - I-picture every 24/32/48/64 pictures (for 24/30/50/60 fps seq. respectively)

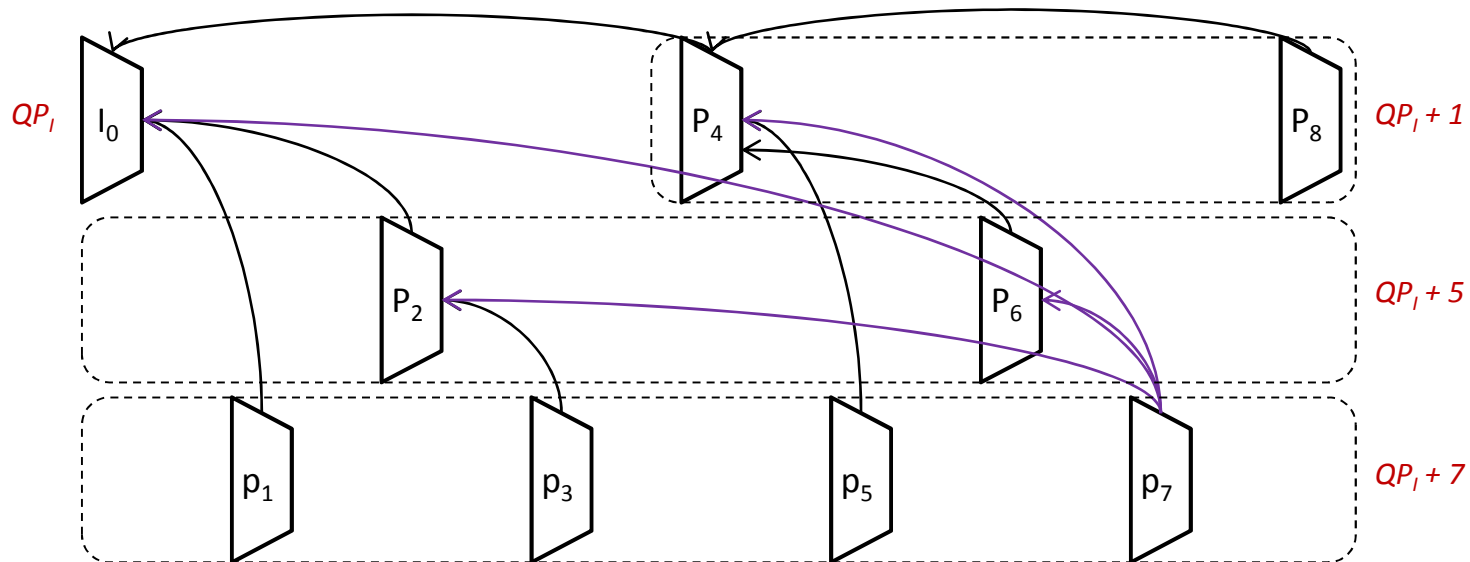


- Upper case: reference, lower case: non reference
- Subscripted numbers: decoding order

# (cont'd)

## ❑ Constraint Set 2

- ❖ Hierarchical P with 3 levels (similar to Beta anchor)
  - open GOP with length=4
  - max 4 reference frames (not from the lower levels)
  - no picture reordering
- ❖ Static QPs with possible 1-time change for each seq.



- Upper case: reference, lower case: non reference
- Subscripted numbers: decoding order

# Inter Coding

## ❑ Some KTA 2.3 Tools are employed

- ❖ 64x64 SMB (Super-Macroblock)
  - Ref.) “COM16-C123,” Jan. 2009, Qualcomm
- ❖ E-AIF (Enhanced Adaptive Interpolation Filter)
  - Ref.) “VCEG-AJ30,” Oct. 2008, Qualcomm
- ❖ Weighted Prediction with NewOffset
  - Ref.) “COM16-C463,” Apr. 2008, Qualcomm

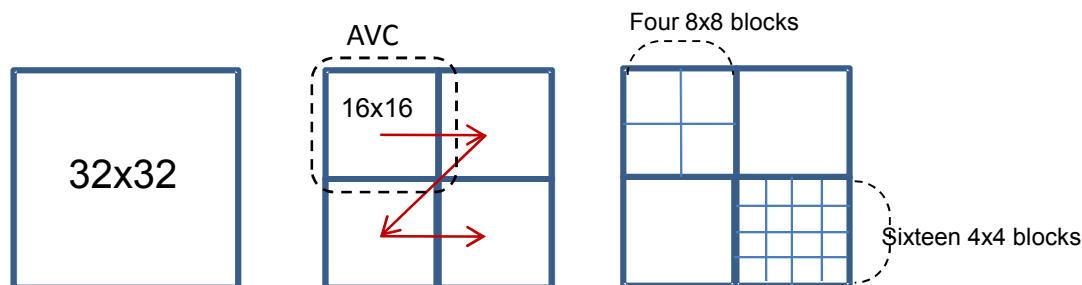
## ❑ Others are based on AVC HP (High Profile)

- ❖ EPZS fast motion estimation (search range: 128x128) from JM11.0
- ❖ etc...

# Intra Coding - SMB

## ❑ 32x32 SMB (Super-Macroblock)

- ❖ Based on “VCEG-AL28”, July 2009, ETRI
- ❖ 32x32 SMB structure as an extension of 16x16 MB structure of AVC



### ❖ I\_32x32 prediction

- 4 modes similar to AVC *I\_16x16* prediction (vertical, horizontal, DC, and plane mode)
- Applied to both Luma (32x32) and Chroma (16x16)

### ❖ I\_16x16 Prediction

- Luma: 9 modes similar to AVC *I\_8x8* (or *I\_4x4*) prediction
- *mb\_type* and *cbp* are coded separately. MPM syntax is adopted for *pred\_mode*.

### ❖ Applied only to I-Slices

Cf.) In *P/B-Slices*, 64x64 SMB structure of KTA 2.3 is used.

# Intra Coding - RIP

## ❑ Recursive Intra Prediction (RIP)

### ❖ Recursive predictions along the directional lines

- (1) the first pixels are predicted from the reconstructed reference pixels (AVC)
- (2) the  $n^{th}$  pixels are predicted from the  $(n-1)^{th}$  predicted pixels

### ❖ Applied only to

- 6 directional modes (excluding vertical, horizontal and DC)
- $I_{8x8}$  and  $I_{16x16}$  Luma in  $I$ -Slices

E.g.)  $I_{8x8}$  Vertical-Left

Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Q	a1	b1	c1	d1	e1	f1	g1	h1	i1	j1	k1	l1	m1	n1	o1	
R	a2	b2	c2	d2	e2	f2	g2	h2	i2	j2	k2	l2	m2	n2		
S	a3	b3	c3	d3	e3	f3	g3	h3	i3	j3	k3	l3	m3			
T	a4	b4	c4	d4	e4	f4	g4	h4	i4	j4	k4	l4				
U	a5	b5	c5	d5	e5	f5	g5	h5	i5	j5	k5					
V	a6	b6	c6	d6	e6	f6	g6	h6	i6	j6						
W	a7	b7	c7	d7	e7	f7	g7	h7	i7							
X	a8	b8	c8	d8	e8	f8	g8	h8								

<1<sup>st</sup> stage>

- $d1 = (D+E+2) \gg 2$
- $e1 = (E+F+2) \gg 2$
- .....

AVC

<2<sup>nd</sup> stage>

- $d2 = (d1+e1+2) \gg 2$
- $e2 = (e1+f1+2) \gg 2$
- .....

<3<sup>rd</sup> stage>

- $d3 = (d2+e2+2) \gg 2$
- $e3 = (e2+f2+2) \gg 2$
- .....

:

<8<sup>th</sup> stage>

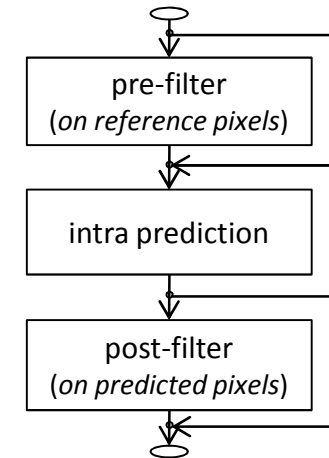
- .....



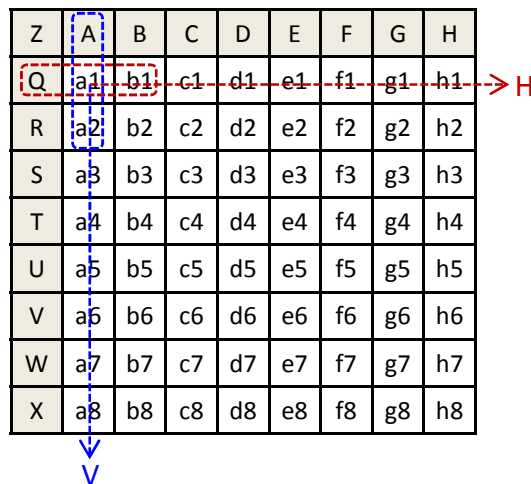
# Intra Coding - AFP

## ❑ Adaptive Filtering Process (AFP)

- (1) Pre-filter before prediction (similar to AVC HP  $I_{8x8}$ )
    - 3-tap ( $\frac{1}{4}, \frac{1}{2}, \frac{1}{4}$ ) filtering on the reconstructed reference
  - (2) Post-filter after prediction
    - recursive 3-tap ( $\frac{1}{4}, \frac{1}{2}, \frac{1}{4}$ ) filtering on the predicted pixels
    - vertical filtering followed by horizontal filtering
- ❖ RDO-based filter on/off decision
  - ❖ Applied only to  $I_{8x8}$  and  $I_{16x16}$  Luma in *I-Slices*



E.g.)  $I_{8x8}$  Post-filter



<Vertical>  
 $V[a1] = (A + 2 \cdot a1 + a2 + 2) \gg 2$   
 $V[a2] = (V[a1] + 2 \cdot a2 + a3 + 2) \gg 2$   
 ...  
 $V[a8] = (V[a7] + 3 \cdot a8 + 2) \gg 2$   
 $V[b1] = (B + 2 \cdot b1 + b2 + 2) \gg 2$   
 $V[b2] = (V[b1] + 2 \cdot b2 + b3 + 2) \gg 2$   
 :  
 :  
 <Horizontal>  
 $H[a1] = (Q + 2 \cdot V[a1] + V[b1] + 2) \gg 2$   
 $H[b1] = (H[a1] + 2 \cdot V[b1] + V[c1] + 2) \gg 2$   
 ...  
 $H[h1] = (H[g1] + 3 \cdot V[h1] + 2) \gg 2$   
 $H[a2] = (R + 2 \cdot V[a2] + V[b2] + 2) \gg 2$   
 :  
 :

<AFP modes>

MB type	AFP modes	Pre-filter	Post-filter
$I_{8x8}$	1	on	on
	2	on	off
	3	off	on
	4	off	off
$I_{16x16}$	1	off	on
	2	off	off

: AVC HP

# Transforms & Quantization

## ❑ Transforms in I-Slices

- ❖ Based on KTA 2.3 MDDT(“VCEG-AJ24”, Oct. 2008, Qualcomm)
- ❖ New MDDT kernels for I\_32x32(4-modes) & I\_16x16(9-modes)

## ❑ Transforms in P/B-Slices

- ❖ KTA 2.3 is used without modification.

Slice type	Luma		Chroma	
	Block size	Transform	Block size	Transform
I	32x32	MDDT: 32x32	16x16	8x8 ICT + 2x2 HT
	16x16	MDDT: 16x16	8x8	4x4 ICT + 2x2 HT
	8x8	MDDT: 8x8		
	4x4	MDDT: 4x4		
P or B	64x64, 64x32, 32x64, 32x32, 32x16, 16x32	ICT: 16x16, 8x8, 4x4	8x8	4x4 ICT + 2x2 HT
	16x16	ICT: 16x16, 8x8, 4x4 (MDDT: 16x16 for I)		
	16x8	ICT: 16x8, 8x8, 4x4		
	8x16	ICT: 8x16, 8x8, 4x4		
	8x8	ICT: 8x8, 4x4 (MDDT: 8x8 for I)		
	8x4, 4x8, 4x4	ICT: 4x4 (MDDT: 4x4 for I)		

\*MDDT: Mode-Dependent Directional Transform

\*ICT: Integer Cosine Transform

\*HT: Hadamard Transform

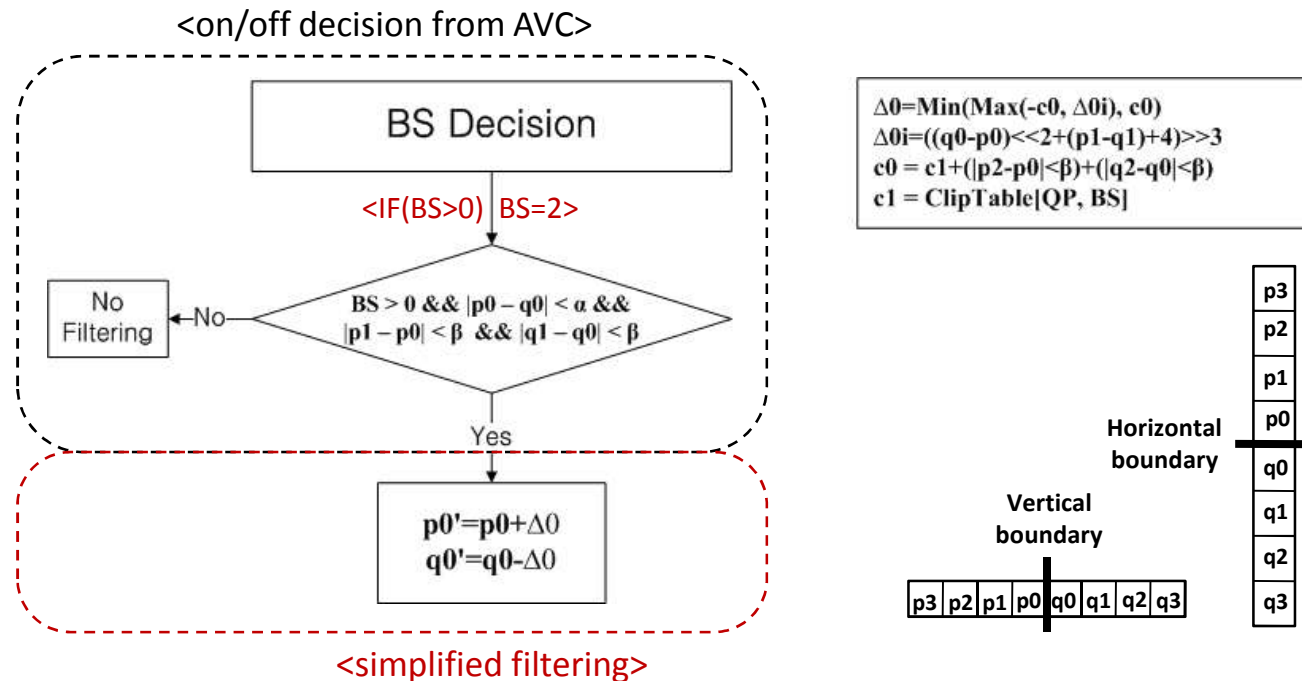
## ❑ Quantization

- ❖ RDO-Q from KTA 2.3 is employed for all the transform types.
- ❖ Ref.) “VCEG-AI36,” Jul. 2008, Qualcomm

# In-Loop Filters

## ❑ Simplified Deblocking Filter (SDF)

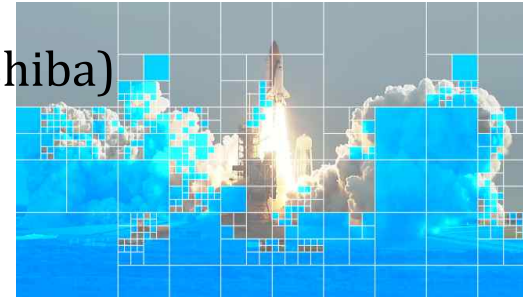
- ❖ Simplified version of AVC deblocking filter
  - only the boundary pixels are filtered ( $p_0$  &  $q_0$ )
  - reduced # of BS types: if  $BS > 0$ , then BS is set to 2
- ❖ Ref.) “VCEG-AJ17” Oct. 2008, Kwangwoon Univ.



# (cont'd)

## ❑ Enhanced QALF (E-QALF)

- ❖ QALF from KTA 2.3 (“VCEG-AK22”, Apr. 2009, Toshiba)
  - loop filter based on Wiener filter
  - quadtree-based filter on/off
- ❖ E-QALF adds 3-more symmetries to QALF
  - Competition based on RDO at the last stage
  - improved RD performance without increasing decoder complexity



**QALF**

0	1	2	3	4
5	6	7	8	9
10	11	12	11	10
9	8	7	6	5
4	3	2	1	0

Centro

**E-QALF**

0	1	2	3	4
5	6	7	8	9
10	11	12	11	10
9	8	7	6	5
4	3	2	1	0

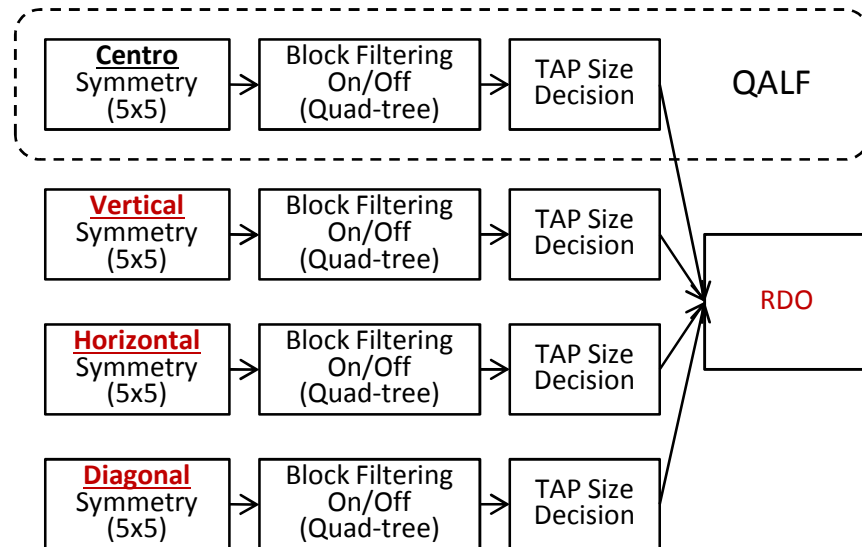
Vertical

0	5	10	5	0
1	6	11	6	1
2	7	12	7	2
3	8	11	8	3
4	9	10	9	4

Horizontal

0	1	2	3	4
5	6	7	8	3
9	10	12	7	2
11	8	10	6	1
4	11	9	5	0

Diagonal



# Entropy Coding

## ❑ CABAC in AVC HP is employed.

- ❖ For the newly added Syntax Elements (SEs), the binarization procedure and the context models were designed similarly to AVC.

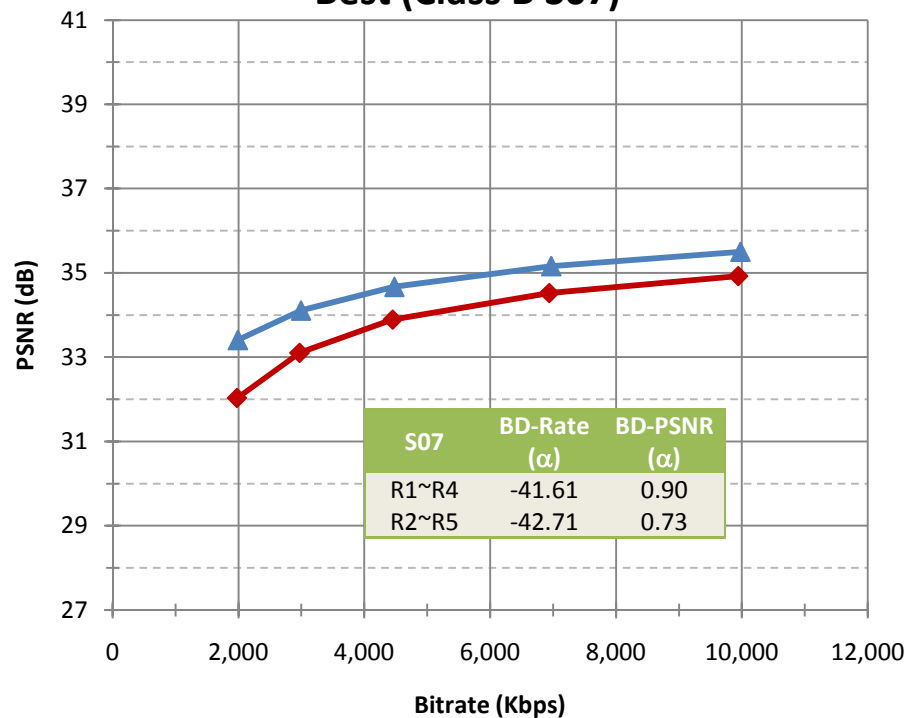
# RD Performance

## ❑ Constraint Set 1 (relative to Alpha)

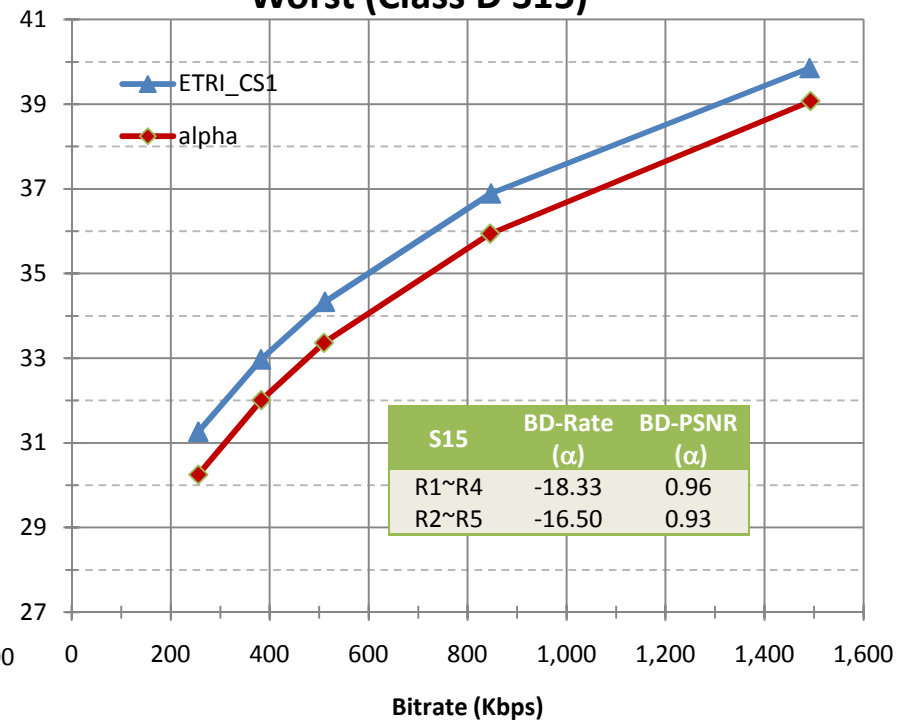
Class	BD-Rate ( $\alpha$ )	BD-PSNR ( $\alpha$ )
A	-24.89	1.17
B	-33.74	1.11
C	-28.68	1.36
D	-23.45	1.12
Avg.	-28.47	1.19

(Only Luma results are shown here.)

Best (Class B S07)



Worst (Class D S15)

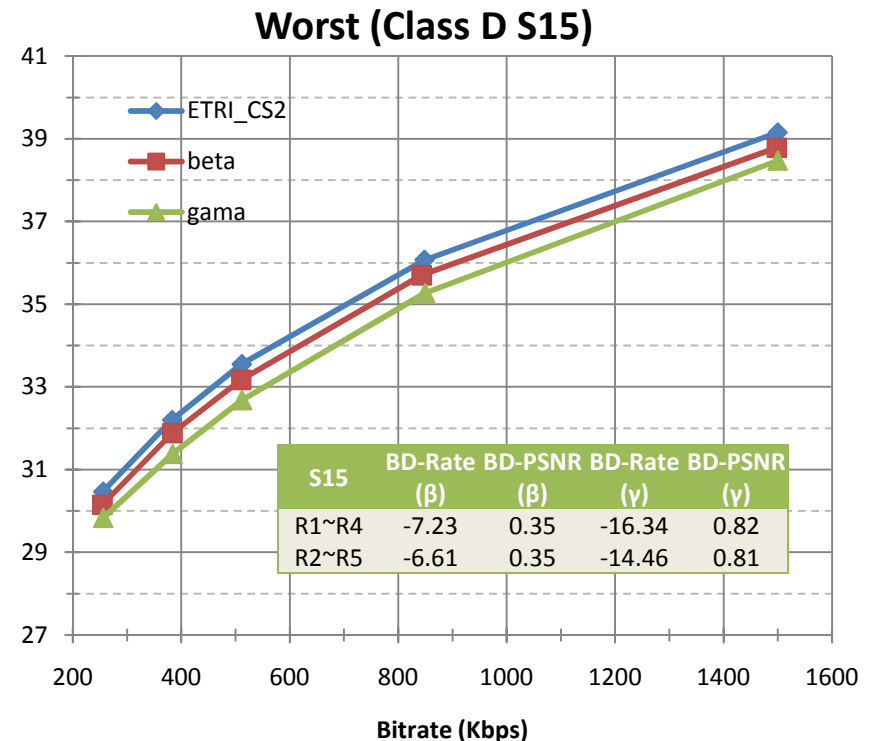
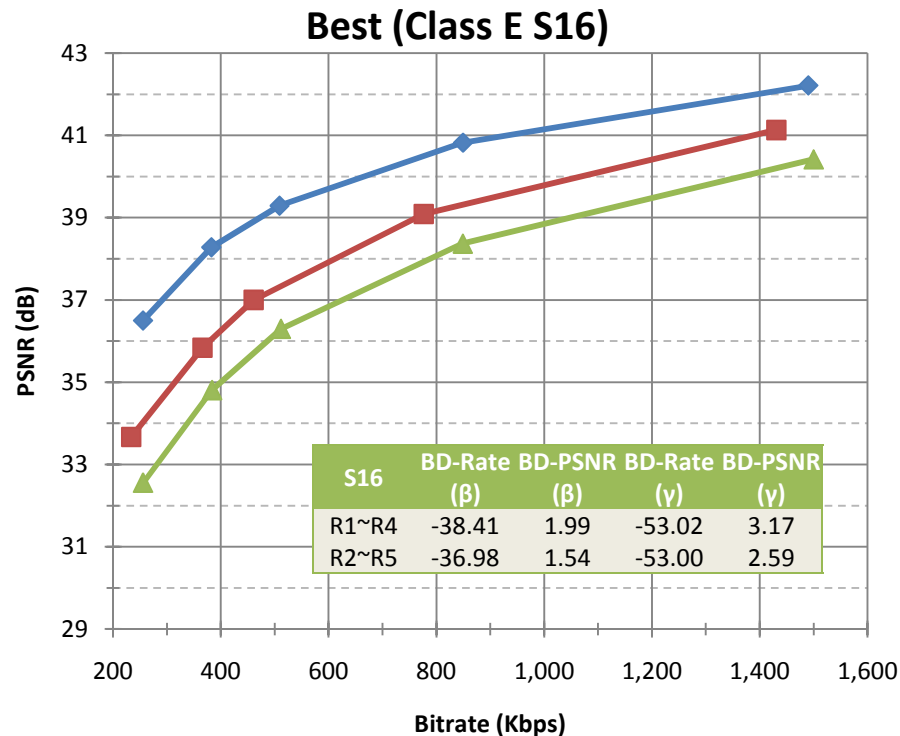


# (cont'd)

## ❑ Constraint Set 2 (relative to Beta & Gamma)

Class	BD-Rate ( $\beta$ )	BD-PSNR ( $\beta$ )	BD-Rate( $\gamma$ )	BD-PSNR ( $\gamma$ )
B	-30.58	0.77	-48.94	2.02
C	-20.36	0.89	-38.72	1.90
D	-10.85	0.47	-33.23	1.62
E	-34.96	1.60	-51.80	2.78
Avg.	-25.51	0.94	-45.86	2.17

(Only Luma results are shown here.)



# Subjective Quality Comparison

❑ C1 - Class A S01 & S02 @R1(2.5Mbps)





# (cont'd)

❑ C1 – Class C S08  
@R1(384Kbps)

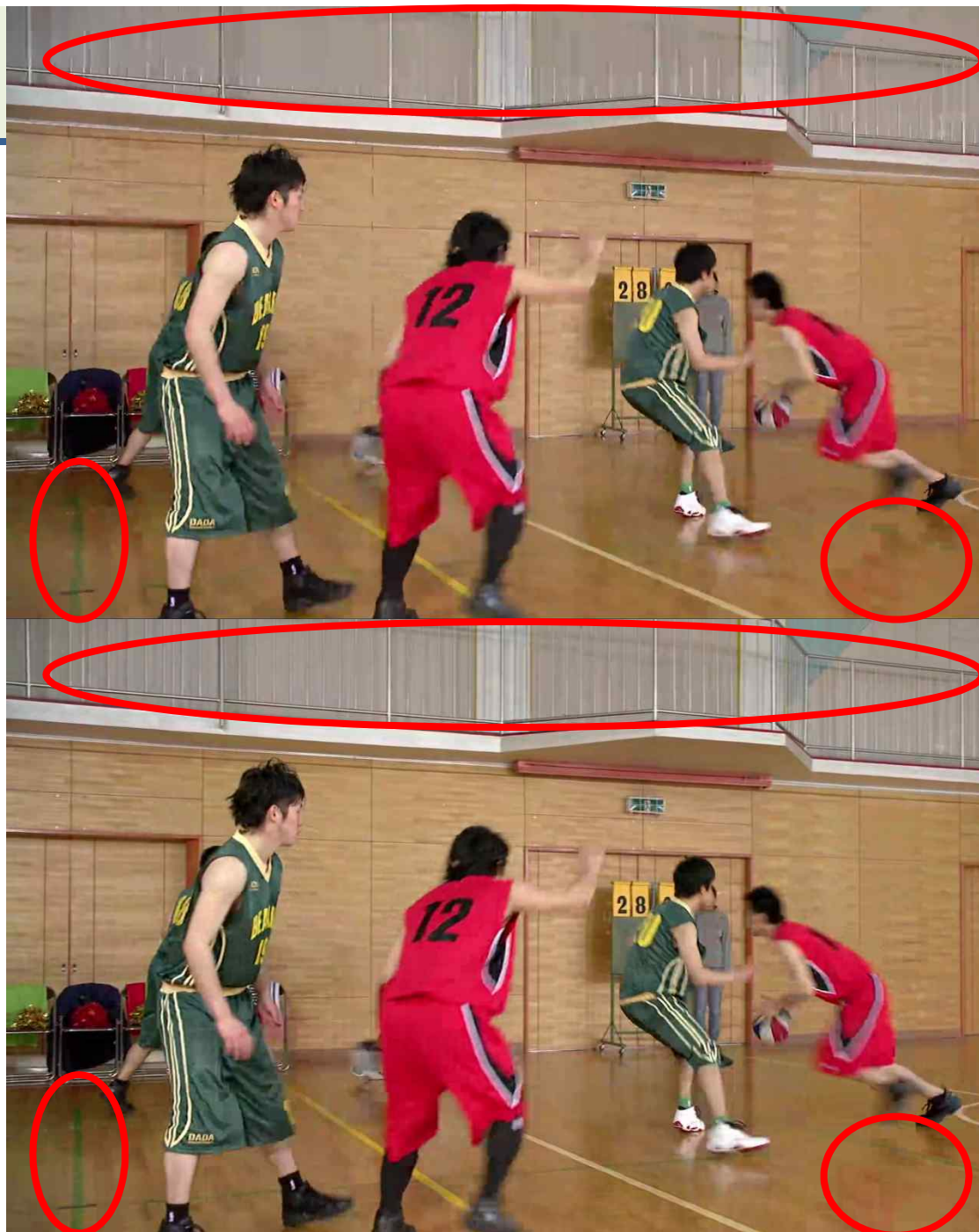


(co

❑ C2 - Class B S03  
@R1(1Mbps)



❑ C2 - Class B S06  
@R1(2Mbps)



# Complexity

## ❑ Time Measurement

- ❖ 'ntimer' for Windows systems were used
- ❖ All the measurements were performed on the same platform
  - Microsoft Windows Vista Business K 64bit
  - Intel Xeon CPU X5482 (3.2GHz 2-CPU's, 8 Core) with 8GB RAM
- ❖ Both anchors and proposed are compiled into 64-bit binary executables

## ❑ Encoding Time

Constraint Set 1

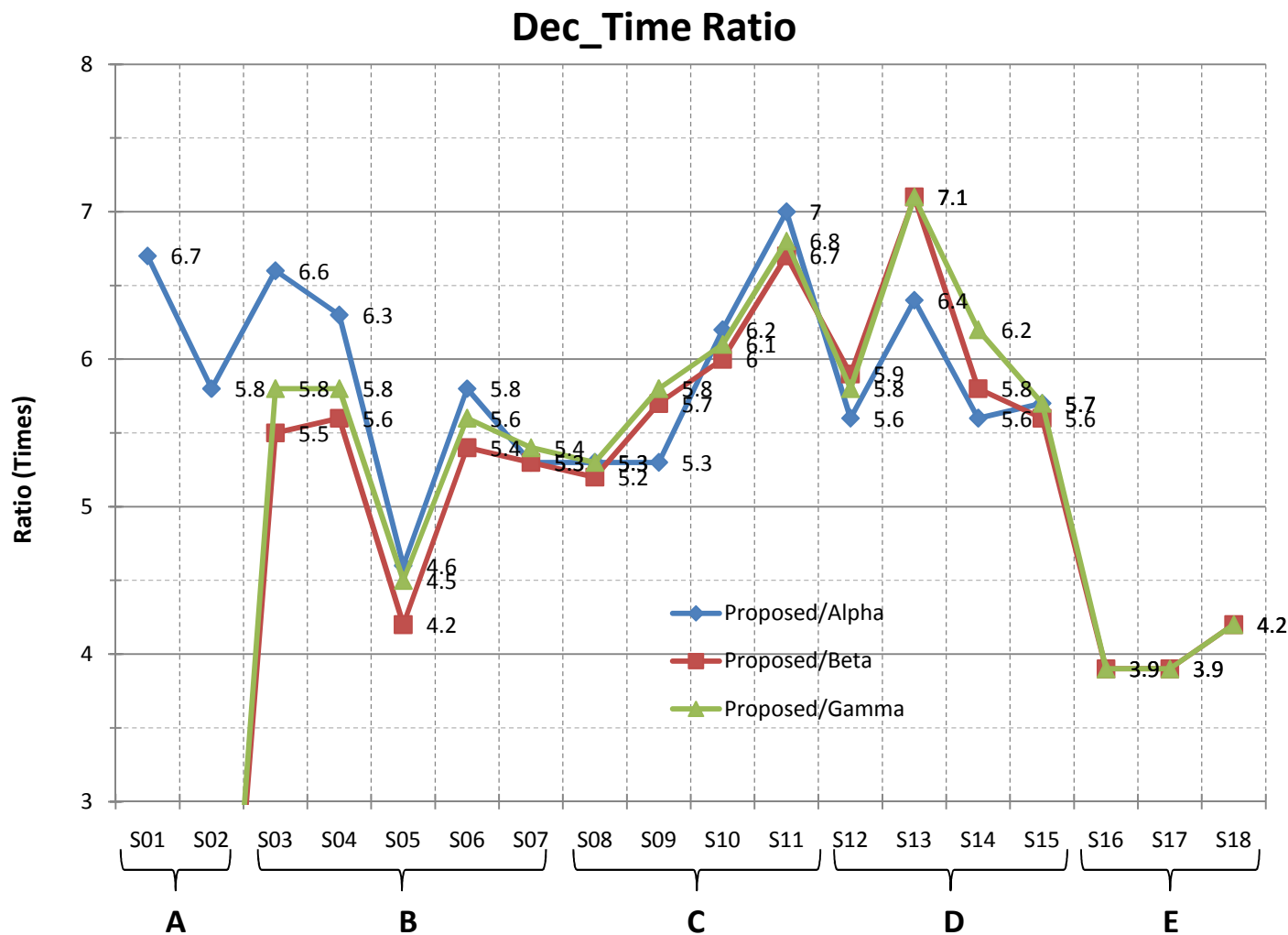
Class	Seq.	Ave.	fps	EncTime/DecTime
A	S01	113,256	0.0013	427
	S02	132,799	0.0011	578
B	S03	117,636	0.0020	487
	S04	107,421	0.0022	484
	S05	242,098	0.0021	736
	S06	245,059	0.0020	548
	S07	265,227	0.0023	542
C	S08	49,832	0.0100	944
	S09	67,189	0.0089	985
	S10	53,531	0.0093	817
	S11	34,277	0.0088	797
D	S12	16,761	0.0298	1133
	S13	15,854	0.0378	734
	S14	16,633	0.0301	1139
	S15	10,937	0.0274	968

Constraint Set 2

Class	Seq.	Ave. (sec)	fps	EncTime/DecTime
B	S03	94,373	0.0025	510
	S04	88,644	0.0027	492
	S05	195,300	0.0026	703
	S06	194,591	0.0026	531
	S07	203,439	0.0029	491
C	S08	40,305	0.0124	841
	S09	53,004	0.0113	822
	S10	41,442	0.0121	735
	S11	32,702	0.0092	884
D	S12	13,621	0.0367	1032
	S13	11,073	0.0542	589
	S14	12,780	0.0391	968
	S15	9,917	0.0302	992
E	S16	81,678	0.0073	716
	S17	81,773	0.0073	711
	S18	81,981	0.0073	669

# (cont'd)

## ❑ Decoding Time (relative to Anchors)





# Software Implementation

☐ **Based on JM11.0KTA2.3.**

☐ **Program Language**

❖ C

☐ **Compilation**

❖ Platform: Microsoft Windows 7 x64 edition

❖ Compiler: Microsoft Visual Studio 2008

➤ both 64- and 32-bit compiled versions are submitted

☐ **Low-level programming optimization**

❖ No.

☐ **Usage of external video libraries**

❖ No.

# Summary

## ❑ ETRI's CODEC is based on the KTA 2.3

- ❖ 64x64 SMB for Inter-Slices
- ❖ MDDT
- ❖ E-AIF
- ❖ RDO-Q
- ❖ NewOffset

## ❑ Proposed tools are:

- ❖ 32x32 SMB for I-Slices
- ❖ 4-modes I\_32x32 & 9-modes I\_16x16 prediction
- ❖ 32x32 and 16x16 MDDT kernels
- ❖ Recursive Intra prediction for the 6 directional modes (RIP)
- ❖ Adaptive pre-/post-filtering for Intra prediction (AFP)
- ❖ Simplified deblocking filter (SDF)
- ❖ Enhanced QALF (E-QALF)

## ❑ RD Performance

- ❖ Under CS1 (against Alpha)
  - min -23.45% (Class D) and max -33.74% (Class B) average BD-Rate are achieved.
- ❖ Under CS2
  - min -10.85% (Class D) and max -34.96% (Class E) average BD-Rate are achieved.
  - min -33.23% (Class D) and max -51.80% (Class E) average BD-Rate are achieved.



***Thank You Very Much !***

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