

**Performance report of modified conditional  
joint deblocking-debanding filter  
(JCTVC-B056)**

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# Summary

- Banding-noise in video coding
- Brief review of the debanding mechanism of JCTVC-A104
  - Conditional joint deblocking-debanding filter
  - Comfort noise injection
- Modified conditional joint deblocking-debanding filter
  - No recursive filtering
  - No pseudo-noise generation by linear feedback shift register
- Simulation results
  - Significant banding-noise reduction
  - Negligible impacts on coding efficiency
    - CS1: +0.004 dB in BD-PSNR and -0.144 % in BD-Bitrate
    - CS2: -0.004 dB in BD-PSNR and +0.110 % in BD-Bitrate

# Banding-noise in video coding

## Banding-noise

- One of the signal-dependent noises
- Noticeable in areas of low detail with subtle pixel-intensity changes even when input video is encoded at high rates

## Solutions

- Encode input video with higher sample bit-depth
- Mask it with signal independent noise by in-loop debanding and/or post debanding

# Banding-noise example: Kimono1 144th frame (1/5)



**Original image**

# Banding-noise example: Kimono1 144th frame (2/5)



**Cropped and zoomed original image**

# Banding-noise example: Kimono1 144th frame (3/5)



**(Color enhanced) Cropped and zoomed original image**

# Banding-noise example: Kimono1 144th frame (4/5)



**(Color enhanced) AVC Anchor compressed 1.6Mbps**

# Banding-noise example: Kimono1 144th frame (5/5)

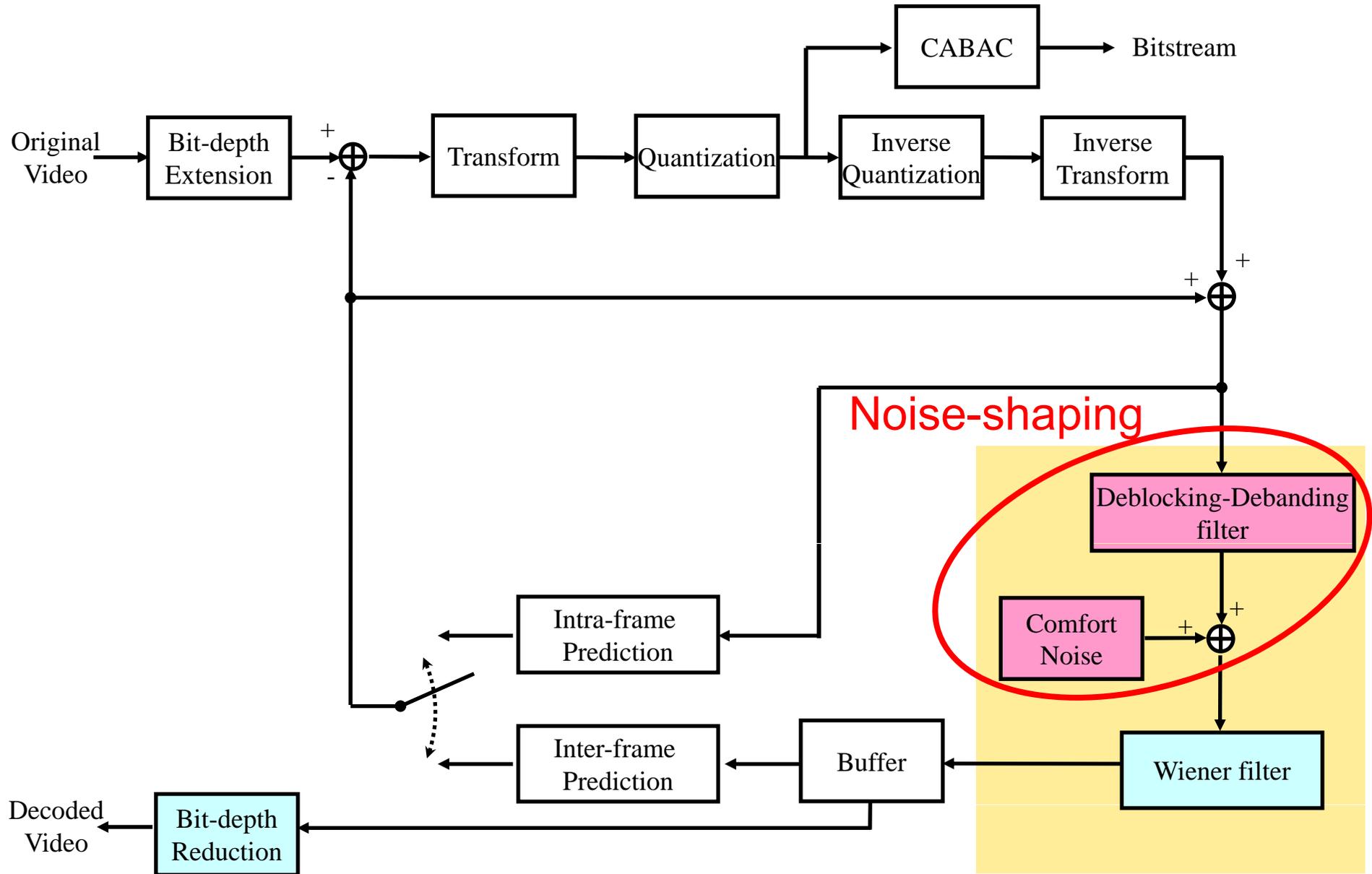


**(Color enhanced) AVC Anchor compressed 6.0Mbps**

# In-loop debanding of JCTVC-A104

- Combination of noise-shaping and Wiener filter
- Conditional joint deblocking-debanding filter
  - Inspired by JVT-C056
  - Intra macroblock boundaries (BS=4) are filtered by recursive 5-tap filter with pseudo-noise
  - Pseudo-noise is generated by a linear feedback shift register (LFSR).
- Comfort noise injection
  - Inspired by D
  - Invoked only when IBDI is enabled
  - LFSR-based pseudo-noise is injected into LSBs of INTRA\_16X16 macroblocks

# JCTVC-A104 block diagram



# JCTVC-A104 debanding example (1/2)



**AVC 1.6Mbps**

**JCTVC-A104 1.6Mbps**

## JCTVC-A104 debanding example (2/2)



**AVC 6.0Mbps**

**JCTVC-A104 1.6Mbps**

# Proposal: Modification of JCTVC-A104

- Integrate the comfort noise injection into the conditional joint deblocking-debanding filter
    - No recursive filtering
    - Add pseudo-noise to deblock-filtered edges
  - Use a predetermined pseudo-noise stored in LUT
    - No LFSR.
    - No side information for LFSR.
-  Parallel processing of the pixels of a deblock-filtered edge

# Modified conditional joint deblocking-debanding filter

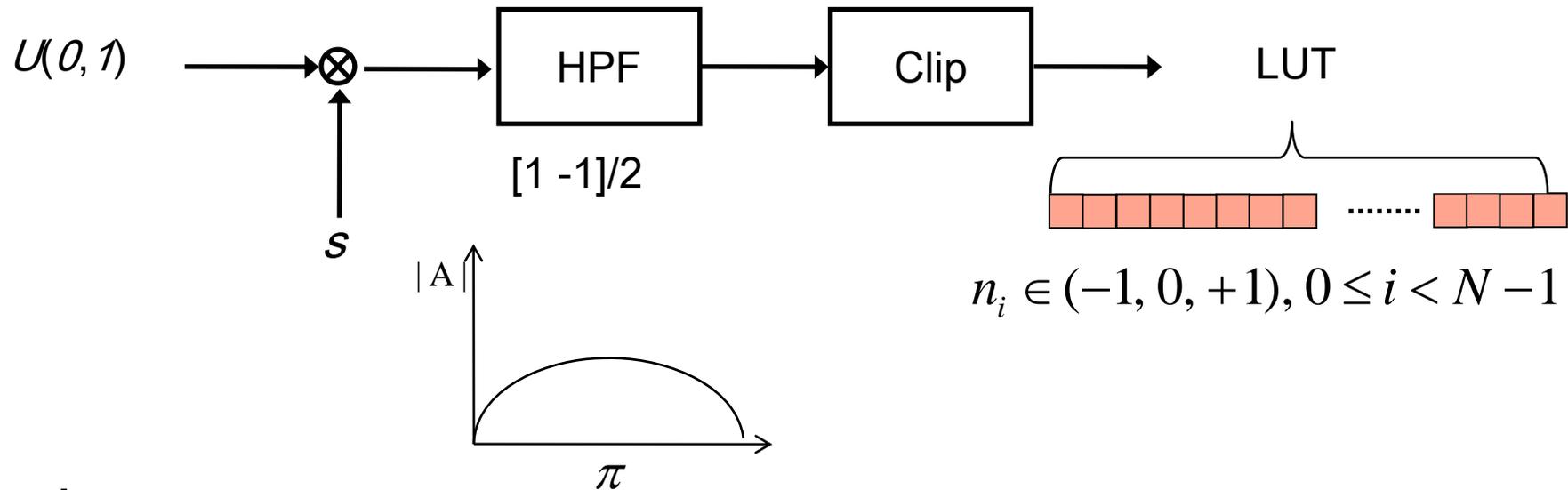
(Step1) Load pseudo-noise from LUT

(Step2) Apply strong filtering

(Step3) Conditionally add pseudo-noise to filtered image

# Pseudo-noise in LUT

## Procedure



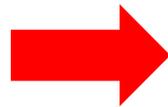
## Design

$$N = 4096$$

$$P(+1) = 0.25$$

$$P(-1) = 0.25$$

$$P(0) = 0.50$$



The LUT size is about 1KB.

$$(= 2 * 4096 / 8)$$

The maximum MSE increase is 1.

$$(= 0.5 * 1 * 2)$$

# Load pseudo-noise from LUT

- Pseudo-noise is associated with its pixel position specified by  $(i, k, mbAddr)$

$n_i =$

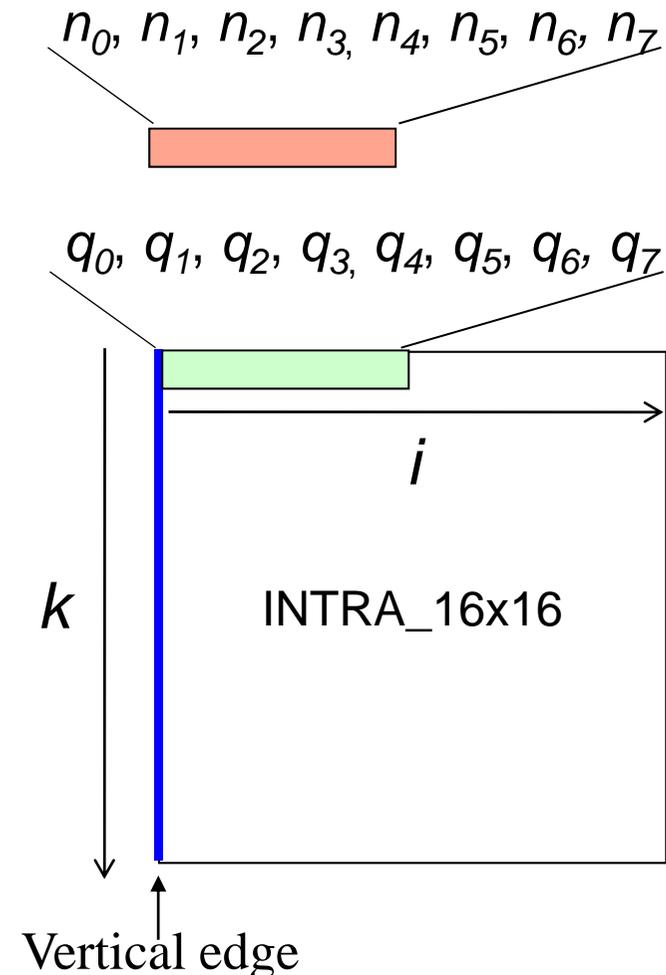
$LUT[(idxOffset + 8 + i) \& D]$

$idxOffset = ((C + R) \& D) + 16 * k$

$C = 16 * (mbAddr \% PicWidthInMb)$

$R = 256 * (mbAddr / PicWidthInMb)$

$D = N - 1$



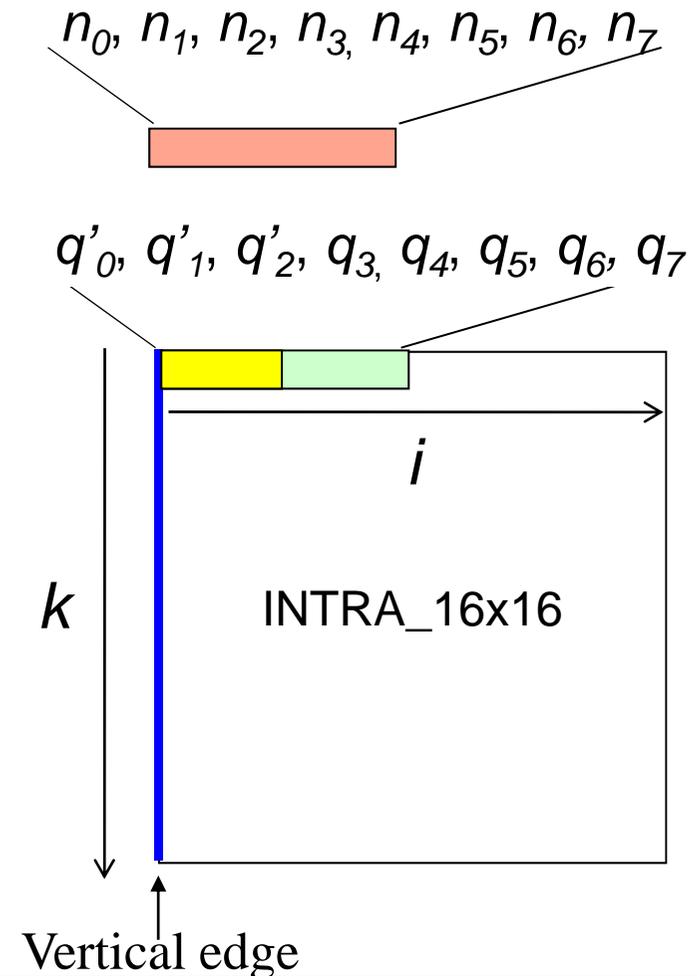
# Strong filtering

- Boundary three pixels are filtered by conventional filters as in AVC

$$q'_0 = (p_1 + 2 * p_0 + 2 * q_0 + 2 * q_1 + q_2 + 4) \gg 3$$

$$q'_1 = (p_0 + q_0 + q_1 + q_2 + 2) \gg 2$$

$$q'_2 = (p_0 + q_0 + q_1 + 3 * q_2 + 2 * q_3 + 4) \gg 3$$



# Conditional pseudo-noise addition

- Add pseudo-noise if the area is supposed to be very smooth.

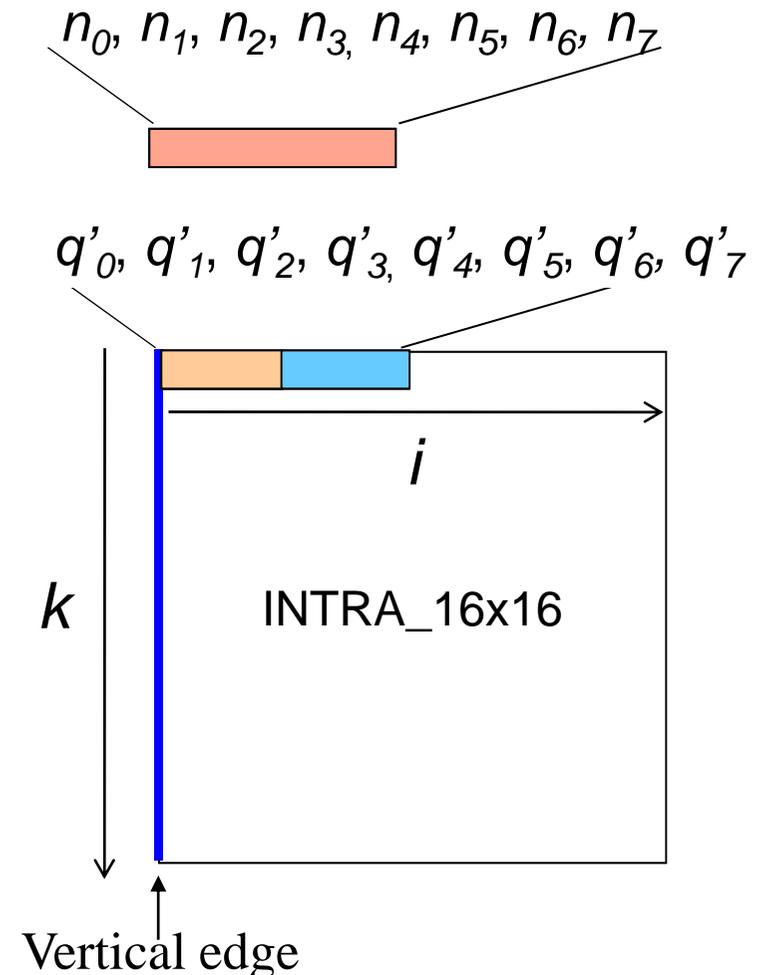
If all of the following conditions are true,

- $q_0$  is INTRA\_16x16

- $|q_0 - q_7| \leq 1$

the pseudo-noise are added to the filtered pixels a

$$q'_i = \text{Clip1}(q_i + n_i) \text{ for } i = 0, 1, \text{ and } 2.$$

$$q'_i = \text{Clip1}(q_i + n_i) \text{ for } i = 3 \dots, 7.$$


# Simulation results

- Coding conditions
  - In-loop AhG compliant
  - Software: KTA 2.6r1 with bug fixes
  - KTA tools: MDDT, HPFilter, QALF, and Ext MB
  - QP: 26, 30, 34, and 38
- Coding results
  - CS1 and CS2 with IBDI
  - CS2 and CS2 w/o IBDI (This is a option in in-loop AhG)
- Coding efficiency relative to KTA Anchor
  - BD-PSNR, BD-Rate, and, enc. and dec. time increases.
- Debanding examples in Kimono

# Impacts on coding efficiency

## Results of CS1 with IBDI

	BD-PSNR dB	BD-Rate %	Delta Enc. Time %	Delta Dec. Time %
Class A	0.000	0.032	-3.490	-3.180
Class B	0.010	-0.365	-0.980	-2.380
Class C	0.001	-0.025	-2.560	-2.230
Class D	0.004	-0.074	-0.680	-5.920
Total	0.004	-0.144	-1.653	-3.389

## Results of CS2 with IBDI

	BD-PSNR dB	BD-Rate %	Delta Enc. Time %	Delta Dec. Time %
Class A	-0.001	0.031	-0.989	-1.713
Class B	-0.003	0.011	-0.648	-2.103
Class C	-0.004	0.111	-1.558	-1.928
Class D	-0.001	0.090	-1.746	-2.446
Class E	-0.011	0.354	-1.450	-0.348
Total	-0.004	0.110	-1.266	-1.804

# Impacts on coding efficiency (Cont.)

## Results of CS1 w/o IBDI

	BD-PSNR dB	BD-Rate %	Delta Enc. Time %	Delta Dec. Time %
Class A	0.006	-0.161	-1.040	-1.710
Class B	0.012	-0.452	0.210	-2.280
Class C	-0.007	0.166	-1.180	-1.020
Class D	0.010	-0.207	-0.950	-5.510
Total	0.006	-0.183	-0.638	-2.729

## Results of CS2 w/o IBDI

	BD-PSNR dB	BD-Rate %	Delta Enc. Time %	Delta Dec. Time %
Class A	0.005	-0.118	-0.984	-1.978
Class B	0.009	-0.323	-0.779	-0.959
Class C	-0.003	0.083	-1.257	-1.779
Class D	0.005	-0.078	-1.517	-2.612
Class E	-0.022	0.565	-0.768	-0.564
Total	0.000	-0.008	-1.070	-1.556

## Compressed images with QP=26 (3.2Mbps)

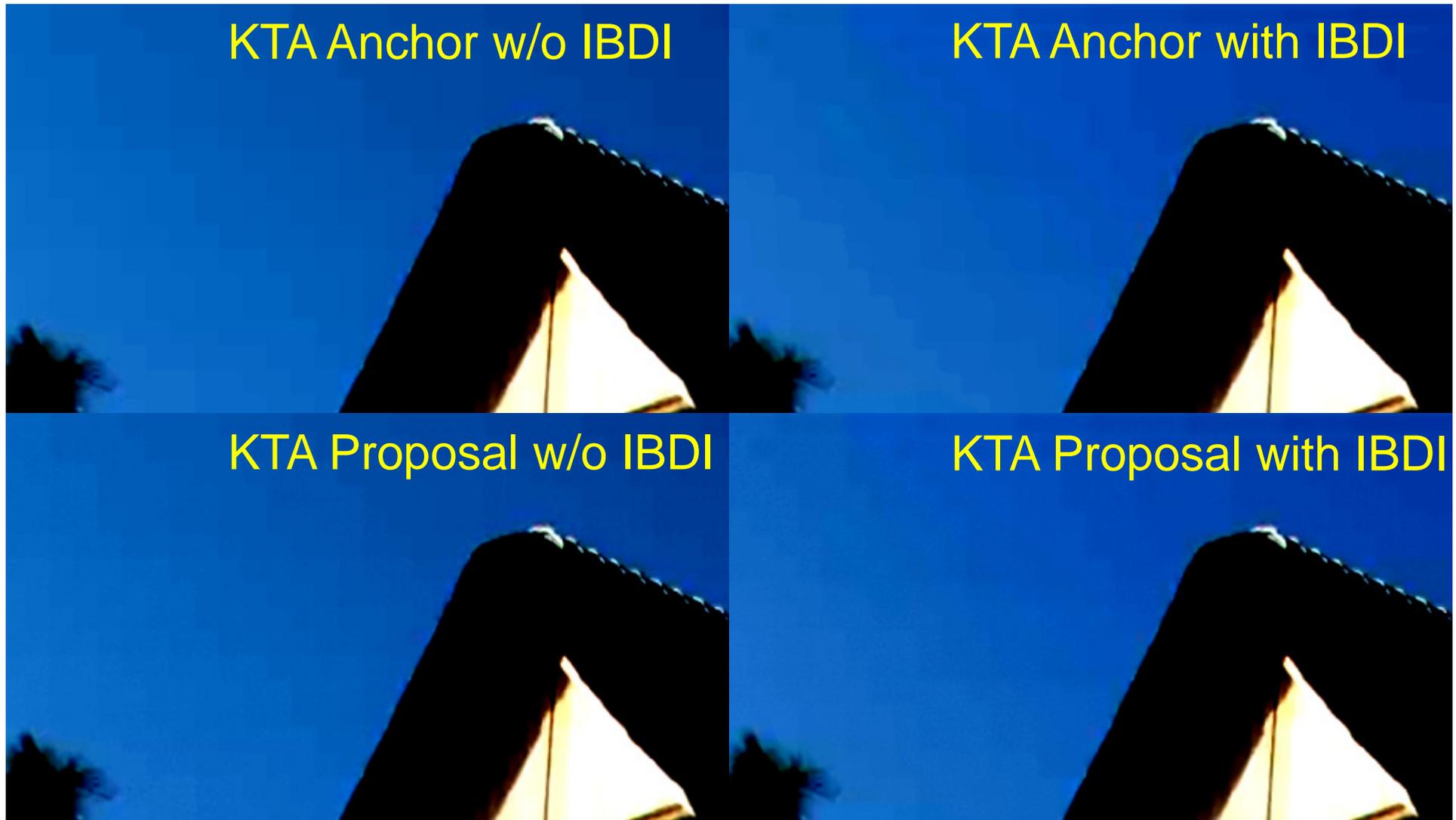


**Significant banding-noise reduction in KTA Proposals.**

# Compressed images with QP=30 (1.8Mbps)

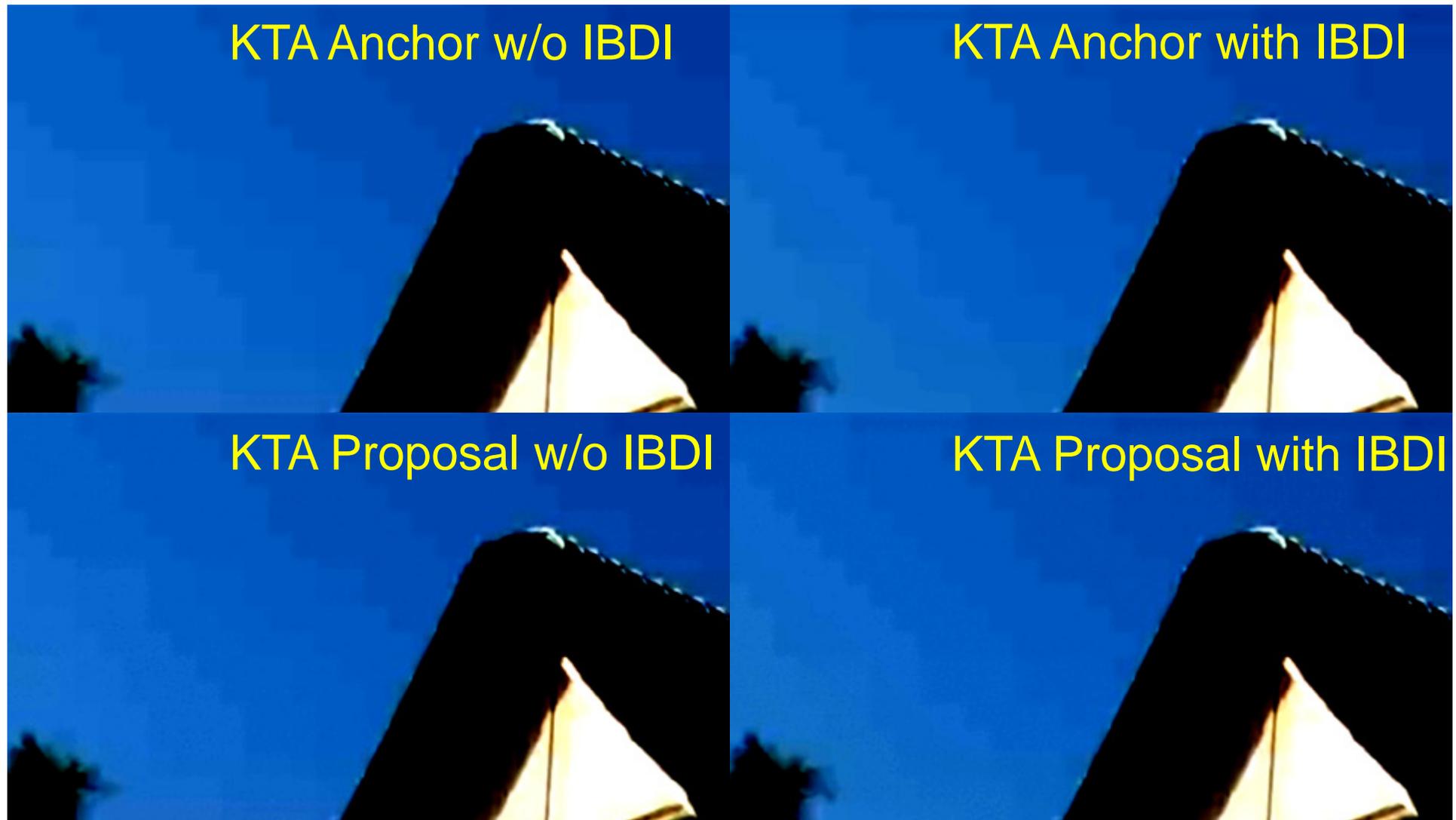


## Compressed images with QP=34 (1.1Mbps)



**KTA Proposal with IBDI is still acceptable quality.**

## Compressed images with QP=38 (0.6Mbps)



**Banding-noise remains but no side-effect in KTA Proposals.**

# Conclusions

- Banding-noise in video coding
- Debanding by a pseudo-noise based in-loop processing
- Significant banding-noise reduction with a negligible impact on coding efficiency
- Recommend a study of the proposed technique in in-loop TE/CE for Test Model integration

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Appendix: Results with QP=26 for Kimono1 144th frame



**Cropped and zoomed (No color-enhancement )**



## Appendix: TMuC result with QP=26



Cropped, zoomed, and color-enhanced