

# **Simplified Context modeling for Transform Coefficient Coding**

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**Panasonic ideas for life**

## Current HEVC in CABAC # Number of Context

758 different context indexes per **each slice-type** are defined in TMuC v0.9-hm.

448 different context indexes are defined for significant map & last flags.

# Actual number of „used“ context index is „244“ due to no 2x2 and over 64x64 transform coefficients coding.

→ „460“ per **all slice-type** are defined at AVC high-profile (HEVC current situation)

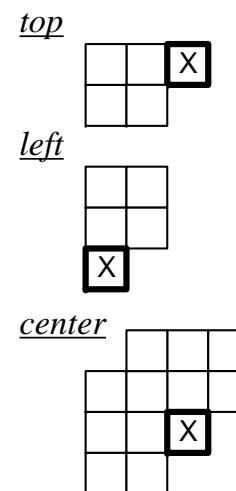
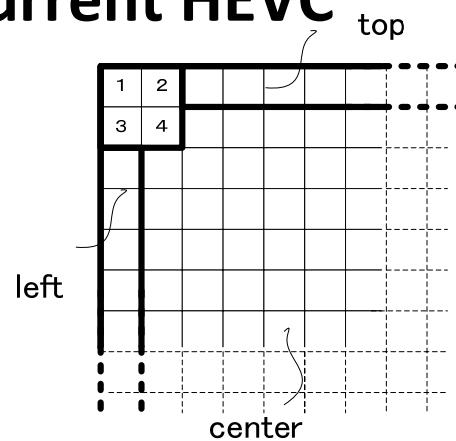
## Impact of number of context

Internal memory size, processing for initialization (multi-slices cases)

If it is same performance, small number would be desirable.

# Solution for significant map coding

## In current HEVC



Top		Left		Center	
count	Index	count	Index	count	Index
0	4	0	7	0	10
1, 2	5	1, 2	8	1, 2	11
3, 4	6	3, 4	9	3, 4	12
				5, 6	13
				7, 8, 9, 10	14

## Actual used context for significant map coding

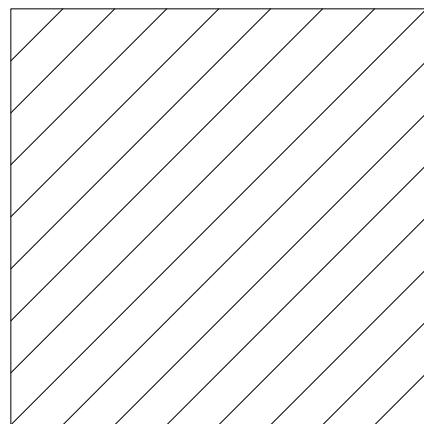
Significant Map	Total	Block Group	Luma/Chroma	Segmentation
for Low frequency for 16x16-32x32	16	2	2	4
for High frequency for 16x16-32x32	44	2	2	11
for 4x4, 8x8 block	64	2	2	16
Total	124			

## Proposed significant map coding

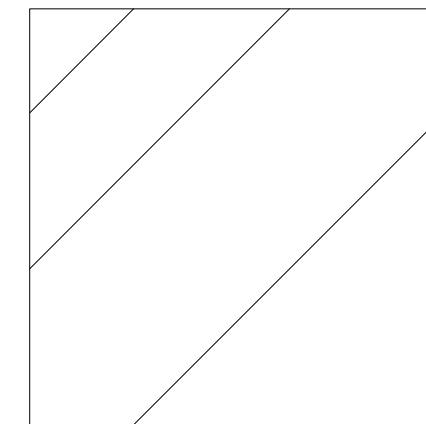
Significant Map	Total	Block Group	Luma/Chroma	Segmentation
for Low frequency for 8x8-32x32	24	3	2	4
for High frequency for 8x8-32x32	44	2	2	11
for 4x4	32	1	2	16
Total	100			

# *Solution for last-flag coding*

In current HEVC



Proposal



Actual used context for significant map coding

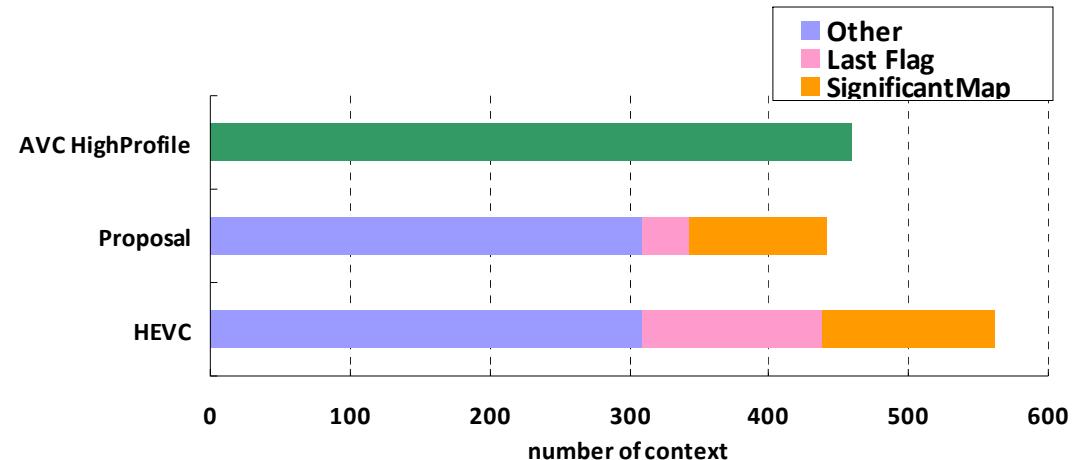
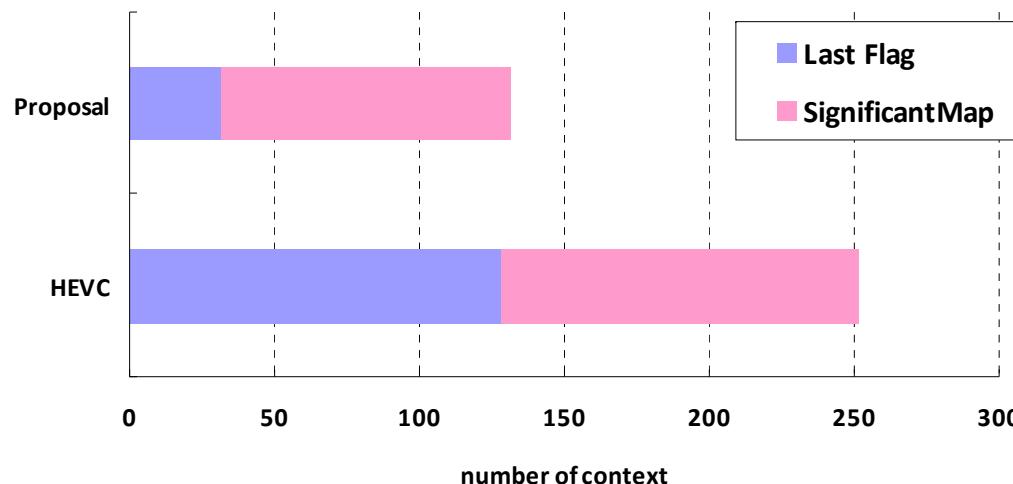
	Total	Block Group	Luma/Chroma	Segmentation
Last Flag	128	4	2	16

Proposed significant map coding

	Total	Block Group	Luma/Chroma	Segmentation
Last Flag	32	4	2	4

# Results of simulation

## Performance of Number of Contexts



AVC High Profile value contains different slice type.

## Simulation results for each settings.

	Significant Map			Last Flag			Significant Map + Last Flag		
	Y BD-rate	U BD-rate	V BD-rate	Y BD-rate	U BD-rate	V BD-rate	Y BD-rate	U BD-rate	V BD-rate
Intra	-0.2	-0.1	0.0	0.1	0.1	0.1	-0.2	0.0	0.0
Random access	0.0	0.1	0.2	0.1	0.0	0.1	0.0	0.1	0.2
Low Delay	0.0	0.1	0.4	0.0	0.1	0.0	0.0	0.2	0.4

# Results of simulation ( with bin counts )

## Our proposal ( SignificantMap & Last Flag)

	Intra				
	Y BD-rate	U BD-rate	V BD-rate	% sig count	% last count
Class A	0.0	-0.2	0.0	-0.33%	-0.07%
Class B	-0.1	0.0	0.0	-0.75%	-0.10%
Class C	-0.2	0.0	0.0	0.10%	-0.02%
Class D	-0.1	0.1	0.2	0.24%	-0.07%
Class E	-0.4	-0.3	0.0	-0.90%	-0.06%
<b>All</b>	<b>-0.2</b>	<b>0.0</b>	<b>0.0</b>	<b>-0.33%</b>	<b>-0.06%</b>
Enc Time[%]	97%				
Dec Time[%]	99%				

	Random access				
	Y BD-rate	U BD-rate	V BD-rate	% sig count	% last count
Class A	0.0	0.0	0.1	-0.72%	-0.42%
Class B	0.0	-0.1	0.0	-1.27%	-0.44%
Class C	-0.1	0.1	0.1	0.40%	-0.54%
Class D	0.0	0.5	0.6	0.82%	-0.56%
Class E					
<b>All</b>	<b>0.0</b>	<b>0.1</b>	<b>0.2</b>	<b>-0.19%</b>	<b>-0.49%</b>
Enc Time[%]	97%				
Dec Time[%]	98%				

	Low delay				
	Y BD-rate	U BD-rate	V BD-rate	% sig count	% last count
Class A					
Class B	0.2	0.1	0.0	-1.61%	-0.67%
Class C	0.0	0.4	0.6	0.49%	-0.98%
Class D	0.1	0.0	1.0	1.11%	-1.04%
Class E	-0.2	0.3	0.2	-0.66%	-1.02%
<b>All</b>	<b>0.0</b>	<b>0.2</b>	<b>0.4</b>	<b>-0.17%</b>	<b>-0.93%</b>
Enc Time[%]	97%				
Dec Time[%]	98%				

**Our proposal could reduce significant number of contexts and reduce the throughput of bins without any significant performance drop.**

**It is proposed to be discussed this in CE about this subjects.**