

Removal of cabac_zero_word to simplify error detection in CABAC (JCTVC-D238/m18999)

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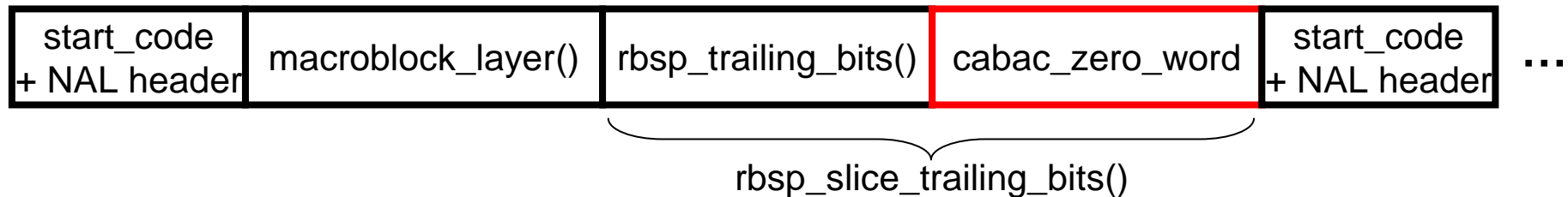
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cabac_zero_word

- Inserted after rbsp_trailing_bits() to achieve desired bins to bits ratio
- For error detection need to check whether bits are cabac_zero_word or macroblock_layer until next NALU (start code)
 - cabac_zero_word significant increases number of cycles in entropy decoder (already a bottleneck)



```
rbsp_slice_trailing_bits( ) {  
    rbsp_trailing_bits( )  
    if( entropy_coding_mode_flag )  
        while( more_rbsp_trailing_data( ) )  
            cabac_zero_word /* equal to 0x0000 */  
}
```

Recommend remove cabac_zero_word from rbsp_slice_trailing_bits() and use alternative byte stuffing technique

Byte stuffing

Let the variable k be set equal to

$$\text{Ceil}((\text{Ceil}(3 * (32 * \text{BinCountsInNALunits} - \text{RawMbBits} * \text{PicSizeInMbs}) \div 1024) - \text{NumBytesInVclNALunits}) \div 3).$$

Depending on the variable k the following applies.

- If k is less than or equal to 0, no cabac_zero_word is appended to the NAL unit.*
- Otherwise (k is greater than 0), the 3-byte sequence 0x000003 is appended k times to the NAL unit after encapsulation, where the first two bytes 0x0000 represent a cabac_zero_word and the third byte 0x03 represents an emulation_prevention_three_byte.*

Multiplication and division have high implementation cost

Byte stuffing with filler_data RBSP

- Filler_data RBSP = 0xFF (1-byte)

- Calculation of k simplified to

$$\text{Ceil}((32 * \text{BinCountsInNALunits} - \text{RawMbBits} * \text{PicSizeInMbs}) \div 1024) - \text{NumBytesInVclNALunits})$$

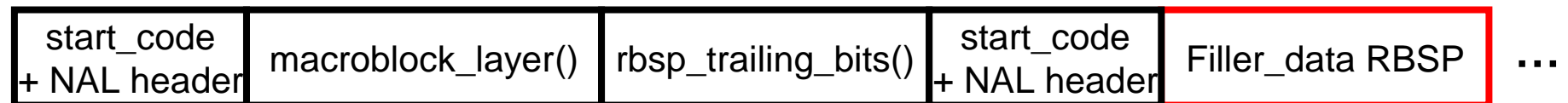
- Which can be implemented as with shifts and adds

$$a = (\text{BinCountsInNALunits} \ll 5) - \text{RawMbBits} * \text{PicSizeInMbs} ;$$

$$p = a \gg 10;$$

$$q = ((a \& 0x3FF) == 0) ? 0 : 1;$$

$$k = (p + q) - \text{NumBytesInVclNALunits}.$$



Conclusions

- Propose to remove cabac_zero_word due to cycle impact at entropy decoder, which is already a tight bottleneck
 - Reduces complexity of error detection in decoder
- Recommend using filler_data RBSP instead of cabac_zero_word to keep proper bins vs. bits ratio.
 - Simplifies encoder byte stuffing with lower implementation cost.