

Unified motion vector removal process for AMVP

JCTVC-E095

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1. Overview

Overview

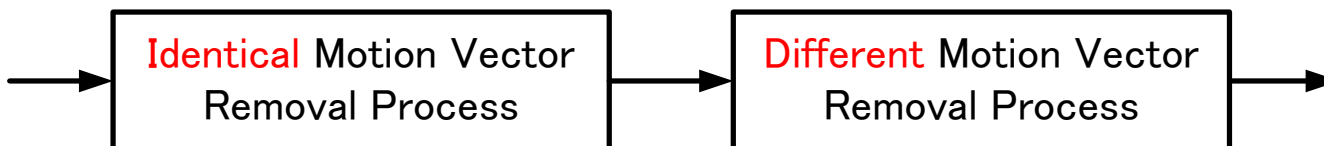
- Proposed technique
 - Unified motion vector removal process
crosschecked by NTT DOCOMO (JCTVC-E157)
- Algorithm
 - Delete the identical motion vector removal process in HM2.0
 - Restore the different motion vector removal process in HM1.0
 - Consider the index cost of MVP when the cost of MVD is same
- Software
 - HM2.0 based
- Simulation results
 - Overall BD-rate gain 0.2%
 - Same complexity as the anchor (both encoder and decoder)

2. Algorithm

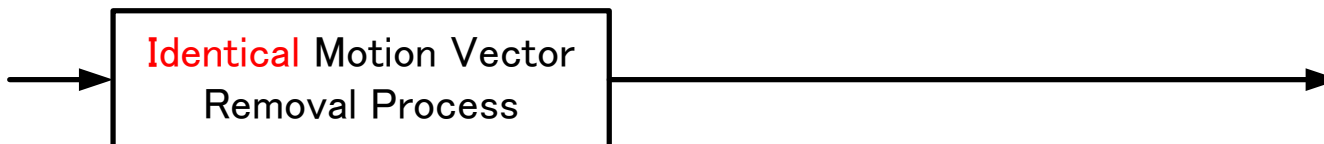
Algorithm comparison

- Delete the identical motion vector removal process in the HM2.0
- Restore the different motion vector removal process in the HM1.0
- Consider the index cost of MVP when the cost of MVD is same

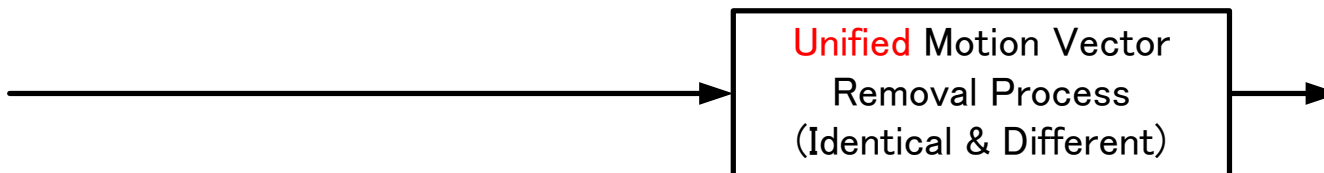
HM1.0



HM2.0

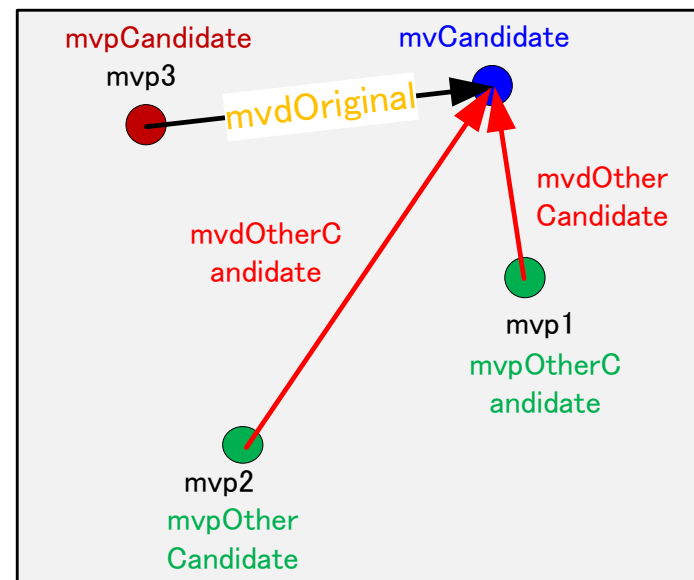


Proposal



Unified motion vector removal process

1. Calculate **mvCandidate**
2. Calculate **mvdOtherCandidate**
3. Remove **mvpCandidate**



(1) if the cost of **mvdOtherCandidate** is smaller than the cost of **mvdOriginal**



Same as previous algorithm



Added by this proposal

(2) else if the cost of **mvdOtherCandidate** is same as the cost of **mvdOriginal** and the index of **mvpOtherCandidate** is smaller than the index of **mvpCandidate**

Benefit

- Coding efficiency
 - Remove useless more MVP candidates
- Complexity
 - Remove the identical and different motion vector at the same stage (i.e. in unified motion vector removal process)
 - Same checking times as the HM2.0

Algorithm	Identical Motion Vector Removal Process	Unified (or Different) Motion Vector Removal Process	Sum of the maximum number required to be checked
HM1.0	N	M ($M \leq N$)	2N
HM2.0	N	-	N
Proposal	-	N	N

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3. Experiments

Simulation results

- Overall BD-rate **gain 0.2%**
- Same complexity** as the anchor (both encoder and decoder)

	Random access			Random access LoCo		
	Y BD-rate	U BD-rate	V BD-rate	Y BD-rate	U BD-rate	V BD-rate
Class A	-0.1	0.0	-0.2	-0.2	-0.2	0.0
Class B	-0.1	0.0	0.0	-0.1	-0.1	-0.1
Class C	-0.2	-0.1	-0.2	-0.2	-0.1	-0.1
Class D	-0.1	-0.3	-0.1	-0.2	-0.3	-0.2
Class E						
All	-0.1	-0.1	-0.1	-0.2	-0.2	-0.1
Enc Time[%]	100%			100%		
Dec Time[%]	99%			100%		

	Low delay			Low delay LoCo		
	Y BD-rate	U BD-rate	V BD-rate	Y BD-rate	U BD-rate	V BD-rate
Class A						
Class B	-0.1	0.2	-0.1	-0.1	-0.1	0.1
Class C	-0.1	0.1	-0.1	-0.2	-0.2	-0.3
Class D	-0.3	-0.1	-0.5	-0.2	-0.3	-0.2
Class E	-0.2	0.0	0.0	-0.1	0.1	-0.3
All	-0.2	0.1	-0.2	-0.2	-0.1	-0.1
Enc Time[%]	100%			100%		
Dec Time[%]	100%			100%		

Simulation results (each sequence)

■ Steady coding gain for each sequence and configuration

Class	Test Sequence	Random Access	Random Access LoCo	Low Delay	Low Delay LoCo
Class A	Traffic	-0.2	-0.1	-	-
	PeopleOnStreet	-0.2	-0.2	-	-
	Nebuta	-0.1	-0.1	-	-
	StremLocomotive	0.0	-0.1	-	-
Class B	Kimono	-0.2	-0.1	-0.1	-0.2
	ParkScene	-0.1	-0.1	-0.1	-0.2
	Cactus	-0.1	-0.1	-0.2	-0.2
	BasketballDrive	-0.1	-0.1	-0.1	-0.1
	BQTerrace	-0.1	-0.2	-0.1	-0.1
Class C	BasketballDrill	-0.2	-0.2	-0.2	-0.2
	BQMall	-0.2	-0.2	-0.2	-0.1
	PartyScene	-0.1	-0.2	-0.1	-0.2
	RaceHorses	-0.2	-0.2	-0.1	-0.3
Class D	BasketballPass	-0.2	-0.2	-0.3	-0.2
	BQSquare	-0.1	-0.1	-0.2	-0.1
	BlowingBubbles	-0.1	-0.2	-0.2	-0.2
	RaceHorses	-0.2	-0.2	-0.5	-0.2
Class E	Vidyo1	-	-	-0.2	-0.2
	Vidyo3	-	-	-0.3	0.0
	Vidyo4	-	-	-0.1	-0.1
Average		-0.1	-0.2	-0.2	-0.2

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4. Discussion

Discussion about the hardware complexity

- Issue of this proposal
 - Dependency between MVD and MVP in parsing process
- Main issue in parsing process for AMVP
 - Non-fixed number of MVP
 - Already exist in the HM2.0
- Investigation
 - Investigate to fix the number of MVP
 - The issue of this proposal automatically resolved

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5. Conclusion

Conclusion

- Proposed technique
 - Unified motion vector removal process
- Benefit
 - Remove useless more MVP candidates
 - Remove “different” and “identical” motion vector at the same stage
- Simulation results
 - Overall BD-rate gain 0.2%
 - Same complexity as the anchor (both encoder and decoder)
- Suggestion
 - This proposal be adopted to HM
 - Investigate to fix the number of MVP after adopted this technique

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HOLDINGS

The logo features a graphic element consisting of two parallel, curved, grey lines that sweep upwards and to the right, positioned to the right of the word 'HOLDINGS'.