

# Merge based mvd transmission

**JCTVC-F373**

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# 1. Overview

# Overview

- Proposed technique
  - Merge based mvd transmission
- Algorithm
  - Introduce merge mvd mode
  - Transmit mvd with merge predictor
  - Share the derivation process for merge mode
- Simulation results
  - Overall BD-rate gain 0.6% for RA, 1.3% for LD (with ME)
  - Overall BD-rate gain 0.2% for RA, 0.5% for LD (without ME)

## 2. Algorithm

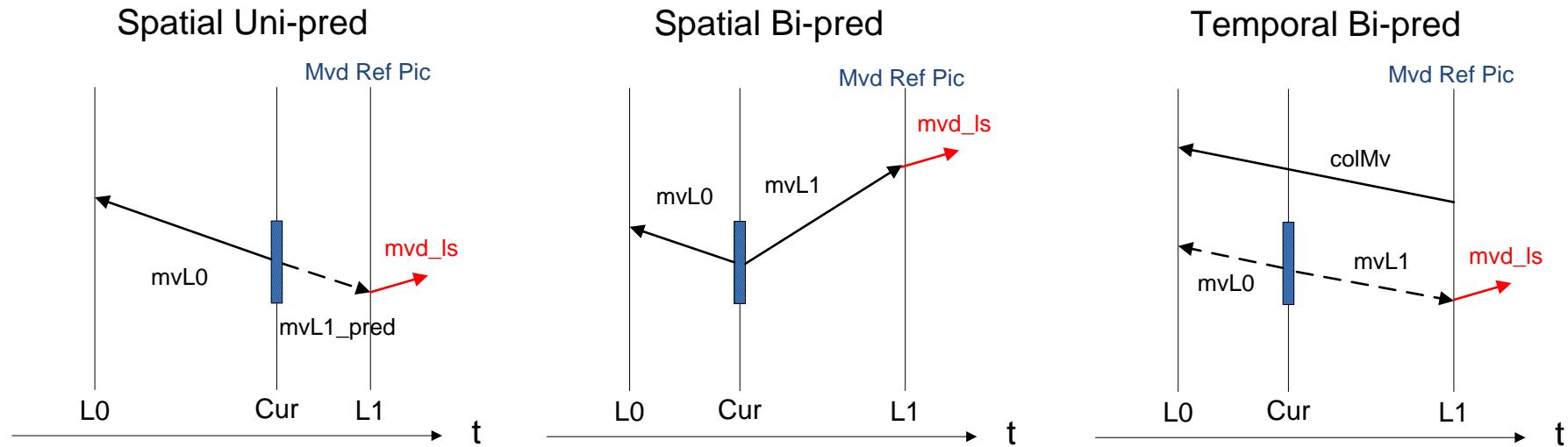
# Merge mvd mode

- Add new mode for inter prediction (**Merge mvd mode**)
- Transmit mvd based on merge
- Almost same decoding process with the merge mode

	Inter Pred	Merge Index	Ref Index	AMVP Index	Mvd
Merge mode	-	<input type="radio"/> (1)	-	-	-
<b>MergeMvd mode</b>	<input checked="" type="radio"/>	<input checked="" type="radio"/> (1)	-	-	<input checked="" type="radio"/> (1)
AMVP mode	<input type="radio"/>	-	<input type="radio"/> (1 or 2)	<input type="radio"/> (1 or 2)	<input type="radio"/> (1 or 2)

# Derivation process for merge mvd mode

1. Select the reference picture to add mvd
2. (In case of uni-prediction), calculate mvp of the other list for bi-prediction
3. Calculate motion vector by adding mvd to mvp for the selected reference picture



# Syntax

- Transmit 1 bit flag (merge\_mvd\_flag) when bi-prediction
- Transmit merge\_idx and mvd\_Is when merge\_mvd\_mode

<code>prediction_unit( x0, y0, log2PUWidth, log2PUHeight, PartIdx , InferredMergeFlag ) {</code>	<b>Descriptor</b>
<code>...</code>	
<code>if( slice_type == B )</code>	
<code>    inter_pred_flag[ x0 ][ y0 ]</code>	<code>ue(v)   ae(v)</code>
<code>...</code>	
<code>else { /* Inter_pred_type == Pred_BI*/</code>	
<code>    merge_mvd_flag[ x0 ][ y0 ]</code>	<code>u(1)   ae(v)</code>
<code>    if( merge_mvd_flag[ x0 ][ y0 ] ){</code>	
<code>        if( NumMergeCand &gt; 1 ) {</code>	
<code>            merge_idx[ x0 ][ y0 ]</code>	<code>ue(v)   ae(v)</code>
<code>        }</code>	
<code>        mvd_Is[ x0 ][ y0 ][ 0 ]</code>	<code>se(v)   ae(v)</code>
<code>        mvd_Is[ x0 ][ y0 ][ 1 ]</code>	<code>se(v)   ae(v)</code>
<code>    }</code>	
<code>...</code>	

### 3. Experiments

# Simulation results with additional ME

- Overall BD-rate gain 0.6% for RA, 1.3% for LD
- 12%-17% increase of encoder runtime

	Random Access HE			Random Access LC		
	Y	U	V	Y	U	V
Class A	-0.6	-0.5	-0.5	-0.8	0.2	-0.3
Class B	-0.7	-0.6	-0.7	-0.6	-0.6	-0.6
Class C	-0.6	-0.5	-0.5	-0.4	-0.5	-0.4
Class D	-0.7	-0.5	-0.5	-0.5	-0.6	-0.5
Class E						
<b>Overall</b>	<b>-0.6</b>	<b>-0.5</b>	<b>-0.6</b>	<b>-0.6</b>	<b>-0.4</b>	<b>-0.5</b>
Enc Time[%]	114%			117%		
Dec Time[%]	101%			100%		

	Low delay B HE			Low delay B LC		
	Y	U	V	Y	U	V
Class A						
Class B	-1.1	-1.7	-1.7	-1.7	-1.9	-1.7
Class C	-1.2	-1.2	-1.3	-1.2	-1.0	-1.1
Class D	-1.1	-1.0	-0.5	-0.9	-0.8	-1.1
Class E	-1.3	-1.5	-2.2	-1.9	-3.0	-2.0
<b>Overall</b>	<b>-1.2</b>	<b>-1.4</b>	<b>-1.4</b>	<b>-1.4</b>	<b>-1.6</b>	<b>-1.5</b>
Enc Time[%]	112%			114%		
Dec Time[%]	101%			101%		

# Simulation results without additional ME

- Overall BD-rate gain 0.1-0.2% for RA, 0.4-0.5% for LD
- 3%-4% increase of encoder runtime

	Random Access HE			Random Access LC		
	Y	U	V	Y	U	V
Class A	-0.2	-0.2	-0.2	-0.2	-0.1	-0.3
Class B	-0.2	-0.2	-0.2	-0.1	-0.1	-0.1
Class C	-0.2	-0.2	-0.2	-0.1	-0.1	0.0
Class D	-0.2	-0.2	-0.2	-0.1	-0.2	-0.2
Class E						
<b>Overall</b>	<b>-0.2</b>	<b>-0.2</b>	<b>-0.2</b>	<b>-0.1</b>	<b>-0.2</b>	<b>-0.2</b>
Enc Time[%]	104%			104%		
Dec Time[%]	100%			99%		

	Low delay B HE			Low delay B LC		
	Y	U	V	Y	U	V
Class A						
Class B	-0.3	-0.6	-1.0	-0.6	-0.6	-0.6
Class C	-0.4	-0.4	-0.4	-0.4	-0.4	-0.4
Class D	-0.4	-0.5	0.1	-0.3	-0.3	-0.4
Class E	-0.4	-0.3	-0.6	-0.9	-0.6	-0.4
<b>Overall</b>	<b>-0.4</b>	<b>-0.5</b>	<b>-0.5</b>	<b>-0.5</b>	<b>-0.5</b>	<b>-0.5</b>
Enc Time[%]	103%			103%		
Dec Time[%]	101%			100%		

## 4. Conclusion

# Conclusion

- Suggestion
  - Further investigated in CE
- Future work
  - Non-normative algorithm for low complexity encoder
  - How to add mvd to mvp
  - Syntax position of the merge mvd mode

