

JCTVC-G158

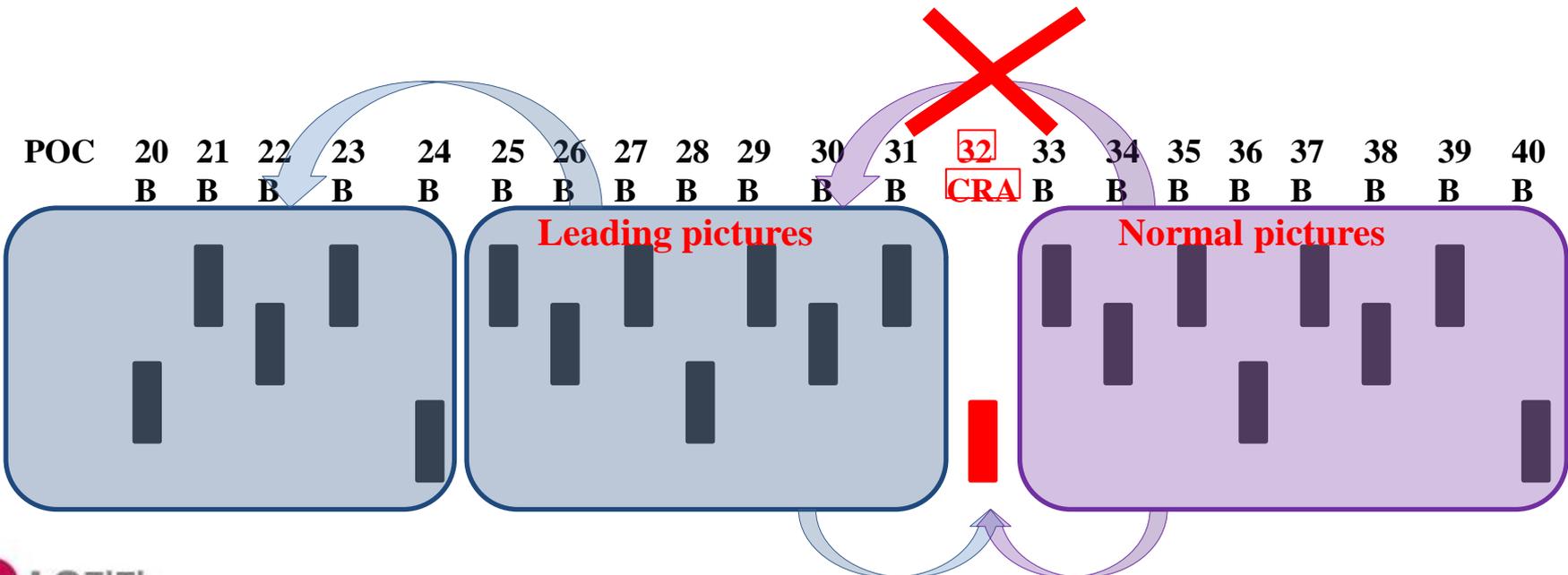
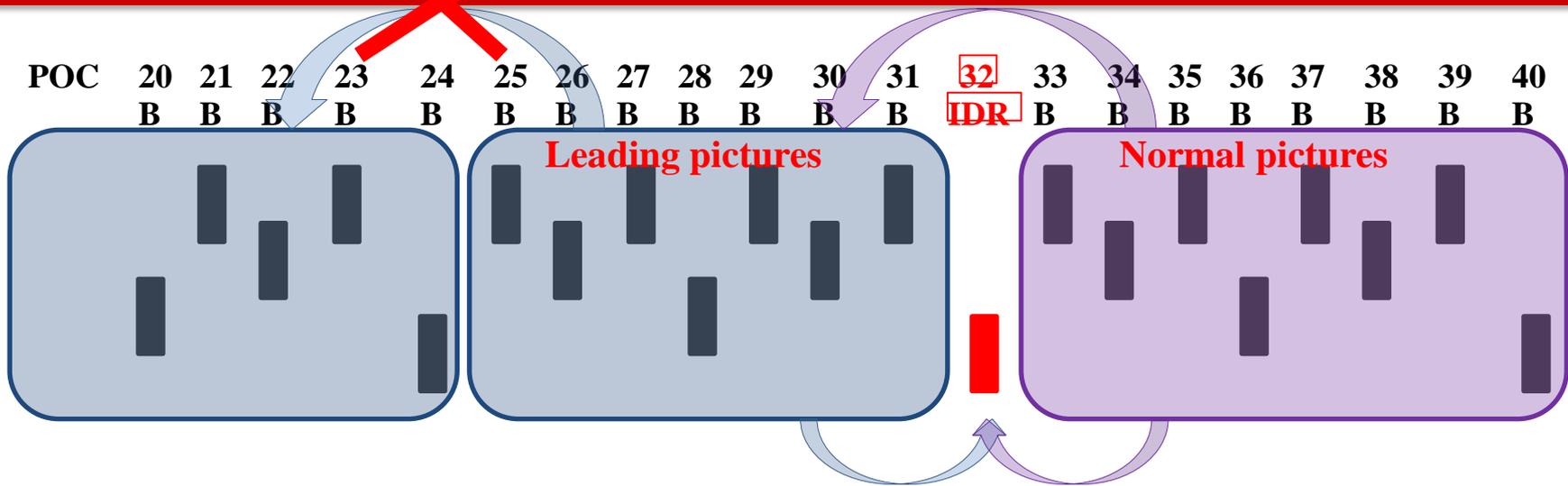
Undiscardable Leading Pictures for CRA

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Proposal Item & Motivation

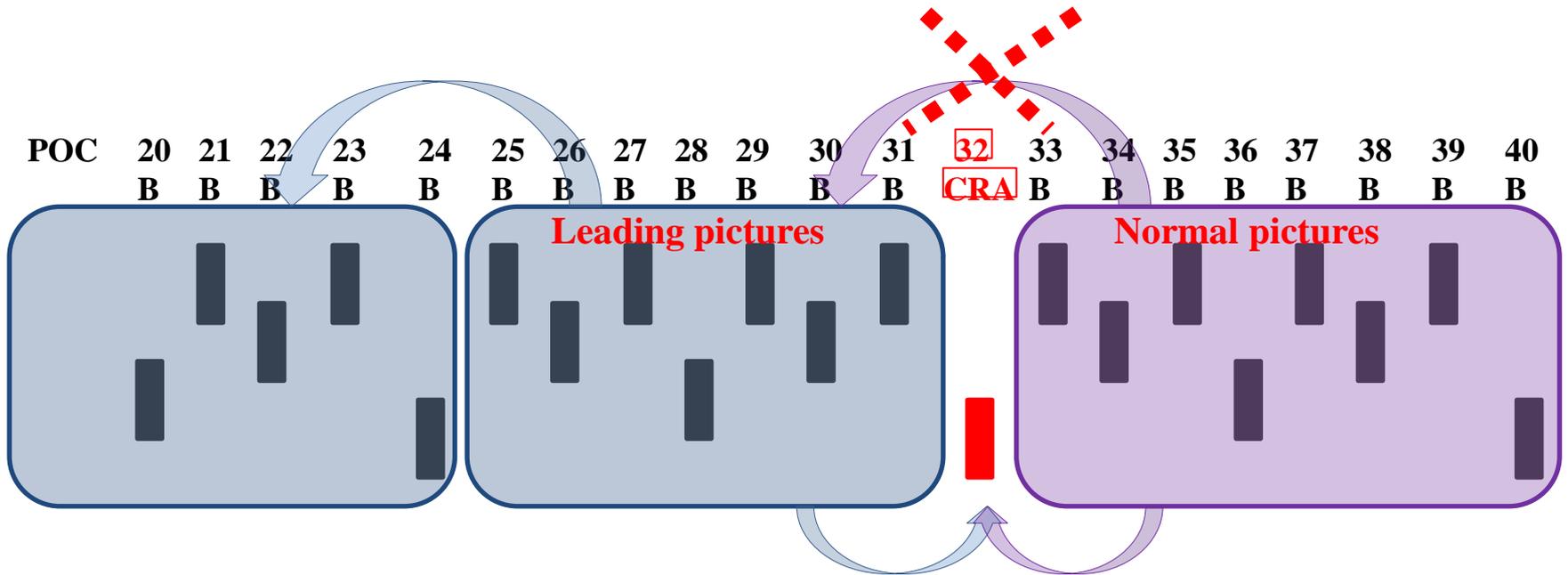
- Currently, to ensure safe random access at CRA picture, decoder shall flush DPB when the first key picture after CRA is received
 - Leading picture can still use pictures that are coded before CRA as reference picture
 - But, leading picture cannot be used as reference by normal pictures that are coded after CRA
- There are some use cases where some leading pictures do not need forward reference
 - No need to flush them out the first key picture after CRA → safe for random access because they do not use forward reference
 - Since they can be kept in DPB, they can be use as reference for normal picture → improve coding performance
- We call such leading pictures: Undiscardable leading pictures (ULPs)
- Proposal: Method for signaling ULPs slice header of CRA

IDR vs. CRA

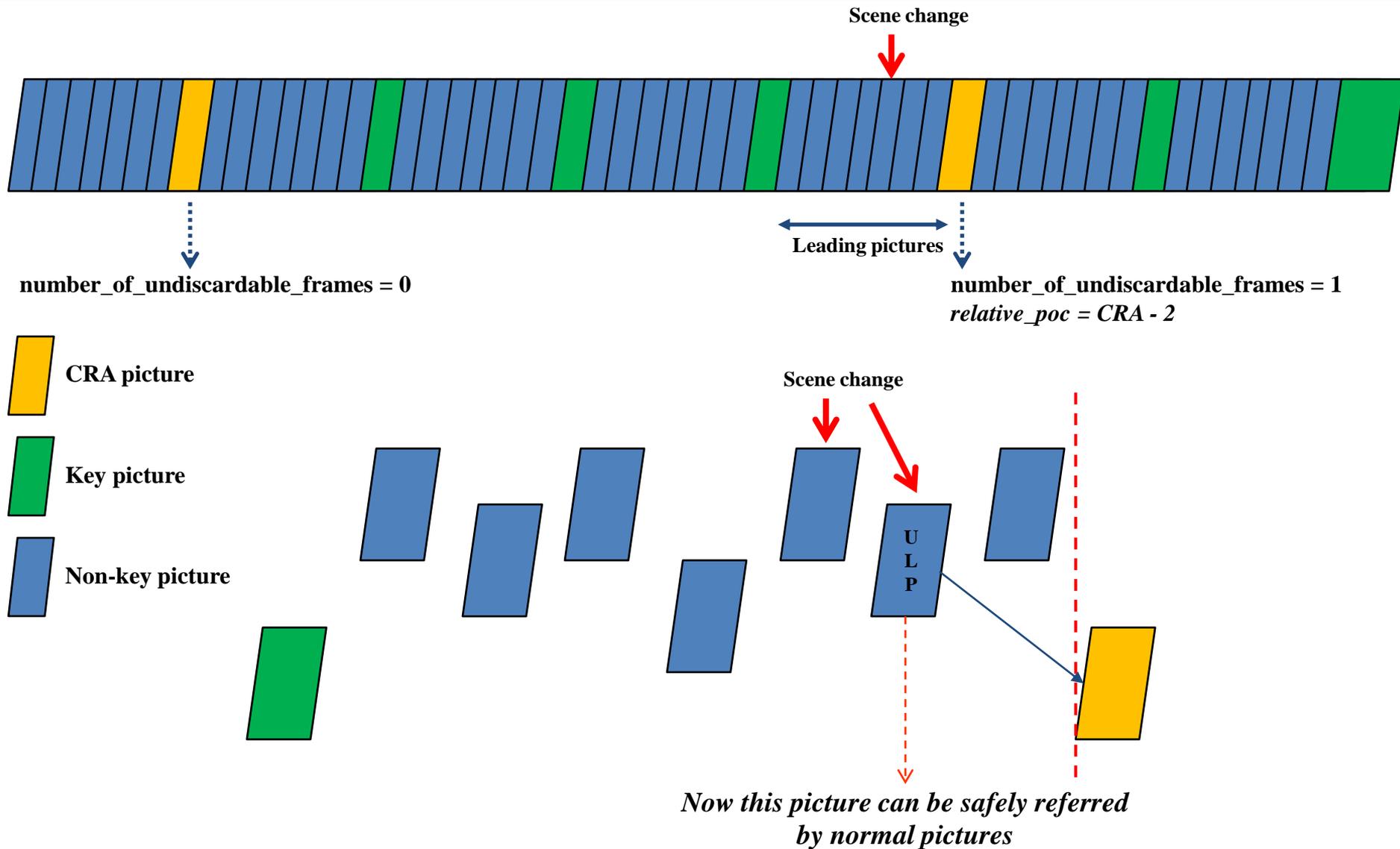


Proposal

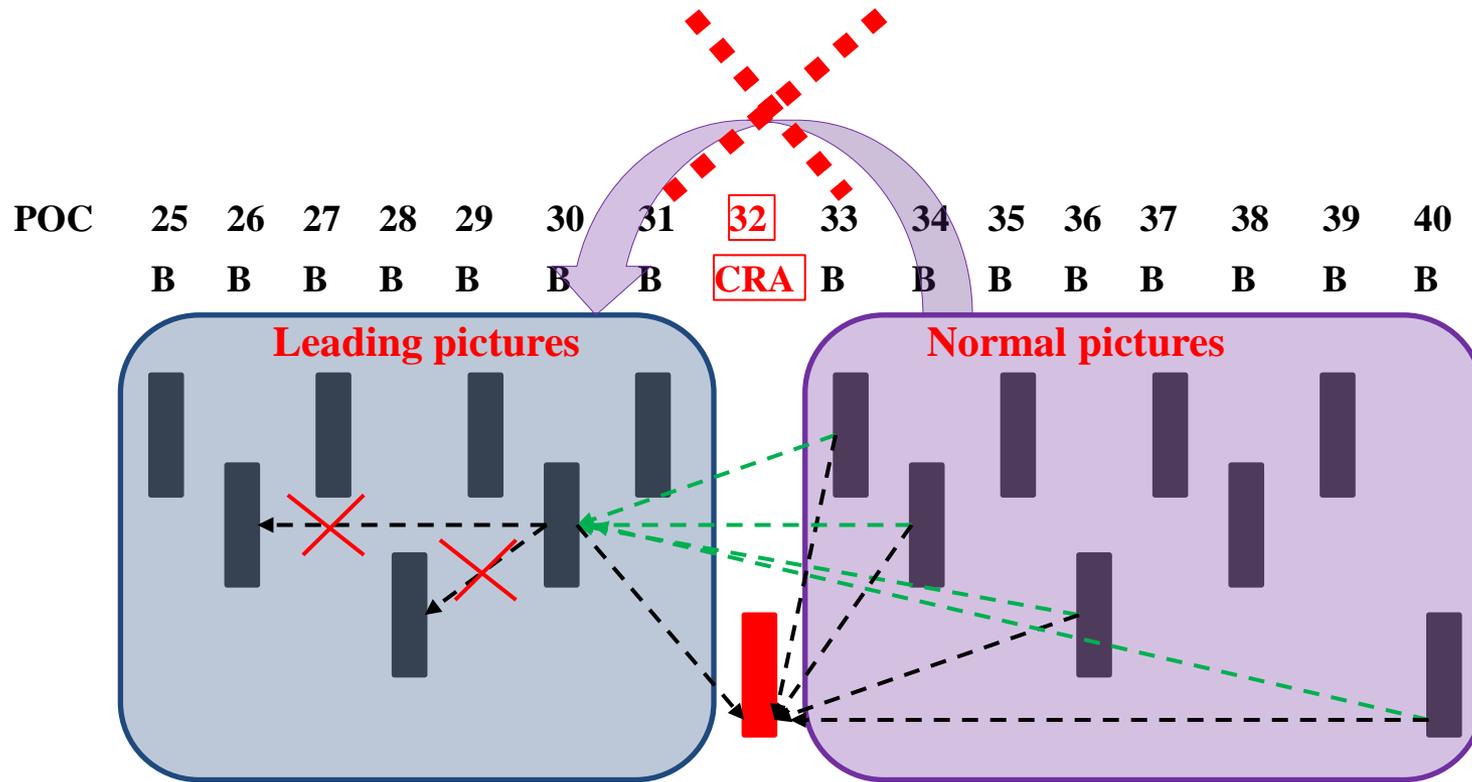
- Define Undiscardable Leading Pictures
- To allow ULPs to be use as reference for normal pictures
- Requirement to be a ULP
 - Only use CRA and other ULPs as reference pictures



Use Cases – Scene Change



Use Cases – Scene Change



- - -> Possible reference
- - -> Additional reference because of ULP

Use Cases – Picture Loss within leading pictures

- Assume there is back channel from decoder to encoder
- When decoder notify encoder that one of picture in leading picture is lost, encoder can take the following actions:
 - Code next leading picture without forward reference
 - Set the leading picture as ULP
- Similar to previous illustration

ULP Signaling

	Desc
Slice_header() {	
...	
If (nal_unit_type == 4) {	
number_of_undiscardable_frames	ue(v)
for(i = 0; i < number_of_undiscardable_frames; i++) {	
relative_poc[i]	ue(v)
}	
}	
...	
}	

number_of_undiscardable_frames indicates the number of undiscardable leading frames that follow the slice in decoding order.

relative_poc[i] indicates the relative POC of the i -th undiscardable leading frames. POC of the i -th undiscardable leading frames can be computed as follows:

$$\text{PicOrderCnt}(i\text{-th ULP}) = \text{PicOrderCnt}(\text{CurrPic}) - \text{relative_poc}[i]$$

ULP Signaling – With flag in SPS

seq_parameter_set_rbsp() {	Desc
...	
no_ulp_flag	f(1)
...	
}	

Slice_header() {	Desc
...	
If (nal_unit_type == 4 && !no_ulp_flag) {	
number_of_undiscardable_frames	ue(v)
for(i = 0; i < number_of_undiscardable_frames; i++) {	
relative_poc[i]	ue(v)
}	
}	
...	
}	

Performance

- Anchor: HM-4.0 with common test configuration for RAHE & RALC
- Input test sequences is modified to have scene change at certain interval near CRA
- E.g., BasketballDrill_PartyScene_CRA_32
 - Frame 0 ~ 29 → from BasketballDrill
 - Frame 30 ~ 61 → from PartyScene
 - Frame 62 ~ 93 → from BasketballDrill
 - So forth

	Random Access HE			Random Access LC		
	Y	U	V	Y	U	V
Class A	-0.1%	-0.2%	-0.2%	-0.4%	0.0%	-0.2%
Class B	-0.2%	-0.2%	-0.3%	-0.3%	-0.2%	-0.2%
Class C	-0.2%	-0.1%	0.0%	-0.2%	-0.1%	-0.1%
Class D	-0.2%	-0.2%	-0.3%	-0.2%	-0.1%	-0.1%
Class E						
Overall	-0.2%	-0.2%	-0.2%	-0.3%	-0.1%	-0.2%
	-0.2%	-0.2%	-0.2%	-0.3%	-0.1%	-0.2%
Enc Time[%]		100%			101%	
Dec Time[%]		100%			101%	

Conclusion

- Propose change to CRA definition
 - Original: flush DPB content when the first key picture after CRA is received
 - Modified: Flush DPB content , *except pictures that are marked as ULPs*, when the first key picture after CRA is received
- Give coding gains in some situation
 - Scene change near CRA
 - Picture loss near CRA
- Recommend JCTVC group to adopt the proposed signaling method