



Non-CE8: Offset coding in SAO

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Overall Summary

- Two simple methods
 - Design a mapping function that converts offsets to indices of unary or exp-Golomb codes to better fit the offset distribution
 - Apply offset prediction from neighboring regions or bands to reduce offset magnitude
- Results
 - 0-0.1% luma bit rate reduction
 - 0.1-0.5% chroma bit rate reduction
 - Run time not changed

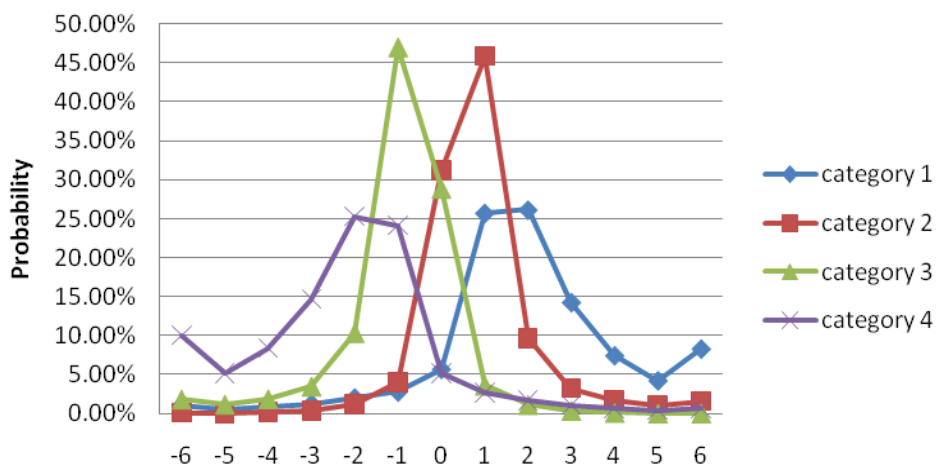
Edge Offset Categories

| Category | Condition |
|----------|---------------------------------------|
| 1 | $c < 2$ neighbors |
| 2 | $c < 1$ neighbor && $c == 1$ neighbor |
| 3 | $c > 1$ neighbor && $c == 1$ neighbor |
| 4 | $c > 2$ neighbors |
| 0 | None of the above |

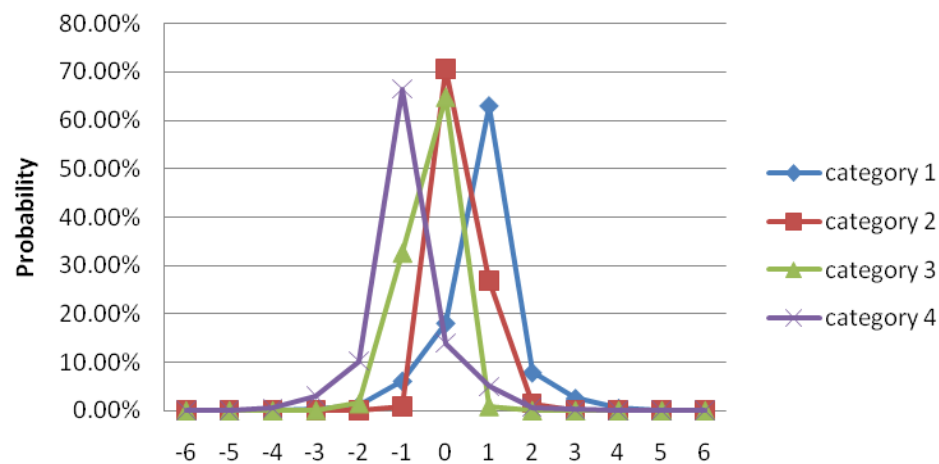
Offset Distribution of Edge Offset (EO)

- HM-4.0 uses mapped unary codes or signed exp-Golomb codes for offsets.
 - Shortest codeword for zero input
- However, the peak of offset distribution is not always located at zero and may be shifted by ± 1 or ± 2 .

10-bit pixels



8-bit pixels



Offset Codeword Design for EO

- A mapping function to convert an **offset** to an **index**
 - If ((**offset** – **b**) < 0), **index** = – ((**offset** – **b**) << 1) – **a**
 - Else, **index** = ((**offset** – **b**) << 1) - 1 + **a**

| Bit-depth | Bit-depth > 8 bit | Bit-depth = 8 bit |
|---------------|-------------------|-------------------|
| EO category 1 | b = 2, a = 1 | b = 1, a = 1 |
| EO category 2 | b = 1, a = 1 | b = 1, a = 0 |
| EO category 3 | b = -1, a = 0 | b = -1, a = 1 |
| EO category 4 | b = -2, a = 0 | b = -1, a = 0 |

- where **b** means the **peak location (index=0)**, **a** equal to 1/0 means the **left/right** side of the peak has **index=1**
- The **index** is used as the input of unary and exp-Golomb code table for CABAC and CAVLC, respectively
- The smaller the **index**, the shorter the codeword

Offset Prediction

- Offset prediction for edge offset (EO)
 - Use neighboring region information
 - If the current region and the left region are in the same depth
 - Category 1 and category 2 will be predicted by the left region
 - Category 3 and category 4 will be predicted by category 2 and category 1, respectively, with the same offset magnitudes and the opposite signs.
 - Otherwise, use the proposed offset codeword design
- Offset prediction for band offset (BO)
 - The second band is predicted by the first band,
 - The 16th band is predicted by the 15th band.

Simulation Result

- Software platform: HM-4.0
- Anchor: JCTVC-F900
- Cross-check report
 - JCTVC-G818 by Samsung

| | All Intra HE | | | All Intra LC | | |
|-------------|------------------|-------|-------|------------------|-------|-------|
| | Y | U | V | Y | U | V |
| Class A | 0.0% | 0.0% | -0.1% | 0.0% | -0.1% | -0.1% |
| Class B | 0.0% | -0.1% | -0.1% | 0.0% | -0.1% | -0.1% |
| Class C | 0.0% | 0.0% | -0.1% | 0.0% | -0.1% | -0.2% |
| Class D | 0.0% | 0.0% | 0.0% | 0.0% | -0.1% | -0.1% |
| Class E | 0.0% | -0.1% | -0.2% | 0.0% | -0.1% | -0.1% |
| Overall | 0.0% | -0.1% | -0.1% | 0.0% | -0.1% | -0.1% |
| | 0.0% | -0.1% | -0.1% | 0.0% | -0.1% | -0.1% |
| Enc Time[%] | 99% | | | 98% | | |
| Dec Time[%] | 100% | | | 100% | | |
| | Random Access HE | | | Random Access LC | | |
| | Y | U | V | Y | U | V |
| Class A | 0.0% | -0.2% | -0.5% | 0.0% | 0.0% | -0.2% |
| Class B | 0.0% | -0.1% | -0.2% | -0.1% | -0.2% | -0.1% |
| Class C | -0.1% | -0.2% | -0.2% | 0.0% | -0.2% | -0.2% |
| Class D | 0.0% | -0.1% | -0.2% | 0.0% | -0.2% | -0.2% |
| Class E | | | | | | |
| Overall | 0.0% | -0.1% | -0.3% | -0.1% | -0.1% | -0.2% |
| | 0.0% | -0.1% | -0.3% | -0.1% | -0.1% | -0.2% |
| Enc Time[%] | 100% | | | 100% | | |
| Dec Time[%] | 100% | | | 100% | | |
| | Low Delay B HE | | | Low Delay B LC | | |
| | Y | U | V | Y | U | V |
| Class A | | | | | | |
| Class B | 0.0% | -0.3% | -0.1% | 0.0% | -0.1% | -0.1% |
| Class C | 0.0% | -0.1% | -0.3% | 0.0% | 0.1% | -0.4% |
| Class D | -0.1% | -0.3% | -0.4% | 0.0% | -0.4% | -0.3% |
| Class E | 0.0% | -0.1% | 0.1% | -0.1% | 0.0% | -0.6% |
| Overall | 0.0% | -0.2% | -0.2% | -0.1% | -0.1% | -0.3% |
| | 0.0% | -0.3% | -0.2% | -0.1% | -0.1% | -0.3% |
| Enc Time[%] | 100% | | | 100% | | |
| Dec Time[%] | 100% | | | 100% | | |
| | Low Delay P HE | | | Low Delay P LC | | |
| | Y | U | V | Y | U | V |
| Class A | | | | | | |
| Class B | 0.0% | -0.2% | -0.3% | -0.1% | -0.1% | -0.4% |
| Class C | -0.1% | -0.1% | 0.0% | -0.1% | -0.4% | -0.2% |
| Class D | -0.1% | -0.4% | -0.6% | -0.1% | -0.1% | -0.6% |
| Class E | 0.0% | -0.5% | -0.3% | -0.1% | -1.2% | -0.9% |
| Overall | 0.0% | -0.3% | -0.3% | -0.1% | -0.4% | -0.5% |
| | 0.0% | -0.4% | -0.3% | -0.1% | -0.4% | -0.5% |
| Enc Time[%] | 100% | | | 100% | | |
| Dec Time[%] | 99% | | | 99% | | |

Conclusions

- Two simple methods to improve SAO entropy coding
 - New offset codeword design to better fit the offset distribution
 - Offset prediction
- Results:
 - Luma bit rate reduced by 0-0.1%.
 - Chroma bit rate reduced by 0.1-0.5%
 - No impact on run times