



JCTVC-G490 Modified SAO edge offsets

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Summary

- › Modification of SAO edge offsets
 - Switch between constrained classification (4 edge offsets) or unconstrained classification of edges (10 edge offsets) to better fit the specific edge characteristics.
 - Prediction of edge offsets
- › Performance
 - YUV BDR reduction of 0.4% (luma 0.2%, chroma 1%) versus HM4.0 for common conditions.
 - 1.1% BDR reduction for luma for low delay P low complexity
 - Similar encoding time and 2% increase in decoding time versus HM4.0
- › Few changes to HEVC software and WD
- › Software available since November 8
- › Thanks to Mediatek for cross-checking (JCTVC-G827)

Edge categories in HM4.0

- › 4 constrained offsets



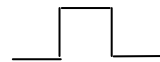
edgeIdx = 0



edgeIdx = 1



edgeIdx = 3

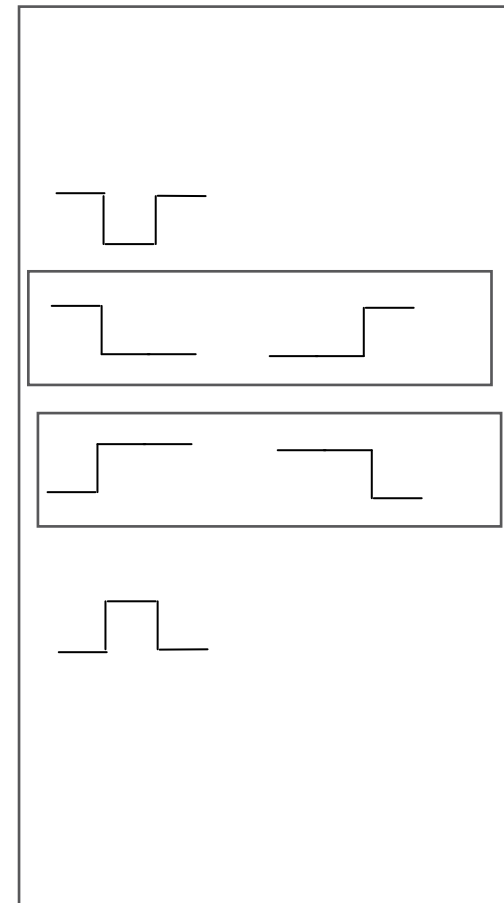
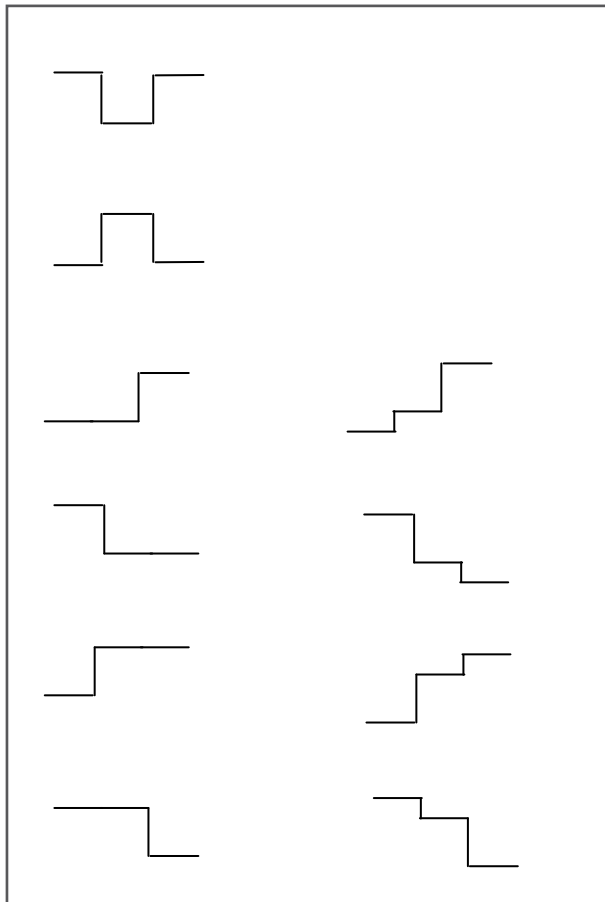


edgeIdx = 4

- › Observation: Constraints on edgeIdx=1 and edgeIdx=3, e.g. two pixels needs to have exactly same value and no distinction between “left” and “right” edge.

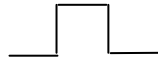
Proposed edge categories

› 10 unconstrained offsets or 4 constrained offsets



Prediction of edge offsets

- › Since edge offsets for the local maxima typically are close to the negative value of the edge offset for the local minima, this proposal also uses prediction for the edge offset of the local maxima.



Algorithm complexity- EO categorization

› Consider three neighboring pixels (a, b, c) in one direction

› HM4.0:

$$- \text{edgeldx} = 2 + \text{sign}(b-a) + \text{sign}(b-c)$$

› Proposed:

$$- \text{edgeldx} = 19 + 4 * \text{sign}(b-a) + 16 * \text{sign}(b-c) + \text{sign}(-2b+a+c)$$

-> 1 sign, 3 shifts or multiplications and 3 additions
more than in EO categorization in HM4.0

Syntax change due to new categorization

sao_offset_param(rx, ry, saoDepth , cIdx) {	Descriptor
if(sao_split_flag[cIdx][saoDepth][rx][ry]) {	
sao_offset_param(2*rx + 0, 2*ry + 0, saoDepth + 1 , cIdx)	
sao_offset_param(2*rx + 1, 2*ry + 0, saoDepth + 1 , cIdx)	
sao_offset_param(2*rx + 0, 2*ry + 1, saoDepth + 1 , cIdx)	
sao_offset_param(2*rx + 1, 2*ry + 1, saoDepth + 1 , cIdx)	
} else {	
sao_type_idx [cIdx][saoDepth][rx][ry]	ue(v) ae(v)
if(sao_type_idx[cIdx][saoDepth][rx][ry] != 0){	
if(sao_type_idx[cIdx][saoDepth][rx][ry] <5){	
sao_eo_group_flag [cIdx][saoDepth][rx][ry]	u(1) ae(v)
if(sao_eo_group_flag [cIdx][saoDepth][rx][ry])	
NumSaoClass[sao_type_idx] = 10	
else	
NumSaoClass[sao_type_idx] = 4	
}	
for(i = 0; i < NumSaoClass[sao_type_idx]; i++)	
sao_offset [cIdx][saoDepth][x0][y0][i]	se(v) ae(v)
}	
}	
}	

Semanics change due to prediction

- › An array SaoOffsetVal is specified as
- › SaoOffsetVal[cldx][saoDepth][rx][ry][0] = 0
- › if(sao_type_idx[cldx][saoDepth][rx][ry] < 5){
- › SaoOffsetVal[cldx][saoDepth][rx][ry][i+1] =
- › sao_offset[cldx][saoDepth][rx][ry][i] << (bitDepth – Min(bitDepth, 10))
- › with i = 0, 2..NumSaoCategory – 1
- › SaoOffsetVal[cldx][saoDepth][rx][ry][i+1] =
- › (sao_offset[cldx][saoDepth][rx][ry][1] -
- › sao_offset[cldx][saoDepth][rx][ry][0]) << (bitDepth – Min(bitDepth, 10))
- › with i = 1
- › }else{
- › SaoOffsetVal[cldx][saoDepth][rx][ry][i+1] =
- › sao_offset[cldx][saoDepth][rx][ry][i] << (bitDepth – Min(bitDepth, 10))
- › with i = 0..NumSaoCategory – 1
- › }

Decoding process change

- › The reconstructed picture buffer is modified as:
- › $\text{recSaoPicture}[xC+i,yC+j] = \text{recPicture}[xC+i,yC+j] + \text{saoValueArray}[\text{edgeTable}[\text{saoEoGroupFlag}][\text{edgeIdx}]]$ with $i=0..nS-1$ and $j=0..nS-1$, $\text{edgeTable}[2][39] =$
- › {1, 0, 0, 0, 3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 0, 0, 0, 0, 0, 4, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 0, 0, 0, 2}
- › {1, 0, 0, 0, 3, 0, 7, 0, 9, 0, 0, 0, 0, 0, 0, 0, 5, 0, 0, 0, 0, 0, 4, 0, 0, 0, 0, 0, 0, 0, 0, 8, 0, 10, 0, 6, 0, 0, 0, 2}}

Overall BDR performance

	Y	U	V	6YUV/8
Common conditions	-0,2%	-1,0%	-1,1%	-0,37%
Common conditions+P	-0,3%	-1,0%	-1,1%	-0,46%
HE + P	-0,1%	-0,7%	-0,7%	-0,21%
LC + P	-0,5%	-1,3%	-1,5%	-0,71%
All Intra	0,0%	-0,7%	-0,8%	-0,20%
RA	-0,1%	-1,0%	-1,1%	-0,37%
LD-B	-0,3%	-1,2%	-1,4%	-0,55%
LD-P	-0,6%	-1,0%	-1,0%	-0,71%

Overall encoding and decoding time

Enctime (common cond):	NA (100%)
Enctime including P	NA (100%)
Dectime (common cond):	101,8% (102,6%)
Dectime including P	102,1% (102,9%)

NA - encoding time on LSF cluster

(x%) - encoding time from JCTVC-G827

x% - decoding time on single machine

(x%) - decoding time from JCTVC-G827

Conclusion

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