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| *Title:* | **AHG21: Comments on Signaling of Long-term Reference Pictures** | | |
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| *Purpose:* | Proposal | | |
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# Abstract

In the 7th JCT-VC meeting, method for signaling short-term and long-term reference picture was adopted. This document proposes some changes to the current syntax and semantics elements for signaling long-term reference pictures. It is suggested that the proposed changes does not change the main concept of signaling, it may improve signaling efficiency.

# Introduction

After adoption in the last meeting, long-term reference pictures (LTRPs) are now can be signaled explicitly within slice header. The main difference of signaling of LTRPs and short-term reference pictures (STRPs) are as follows:

* STRPs are signaled in reference picture set (RPS) which can be signaled in PPS or slice header. LTRPs are signaled only in slice header.
* Signaling of number of STRPs is divided into negative and positive delta reference pictures. Signaling of number of LTRPs is not divided into negative and positive delta reference pictures.
* Delta POC for STRPs signaling is absolute delta while delta POC for LTRPs signaling is delta POC of least significant bit (LSB).

In this document, we propose some changes that may improve the current method of signaling of LTRPs.

# Proposed Changes

## On the issue of two LTRP with same POC LSB

One problem with signalling delta POC of LTRPs by using only delta POC LSB is that we cannot have two LTRP that has same POC LSB in DPB at the same time. This might be problem since such situation may often occur in practice.

To overcome the above issue, a simple modification to current syntax element may provide a solution. The necessary modification is as follows:

* Replace syntax element ‘delta\_poc\_lsb\_lt\_minus1 [i]’ with ‘delta\_poc\_lsb\_lt [i]’

With the above modification, we basically allow delta POC LSB to be 0 so that if there are two LTRPs with same POC LSB, the delta POC LSB shall be 0 which will have no problem to be signalled.

## Skip signalling LTRP without removing it from DPB

List of LTRPs that must be kept in DPB must be signal in every slice header even though they are not always used and there is no change to the list of LTRPs. This is obviously costly. The following improvement aims at making the signaling more efficient.

Use case scenario:

Suppose that there is a back channel available for encoder to receive delivery status from decoder. Decoder can notify encoder whether or not all encoded pictures successfully received. If encoder knows that all the last encoded picture that have effect to status of LTRP in DPB is successfully received by decoder and there is no change needed in the current picture, it can signal a flag in the current slice header to tell decoder that in the current slice header, list of LTRP is not signaled and there is no change to the existing LTRPs in DPB.

Basic concept:

* Add a flag in PPS called “allow\_skip\_ltrp\_signaling\_flag” that determines whether or not LTRP signaling skip flag is allowed.
* Add a flag in slice header called “skip\_ltrp\_signaling\_flag” that determines whether or not LTRP list is signaled.
* skip\_ltrp\_signaling\_flag is used only when allow\_skip\_ltrp\_signaling\_flag equals 1
* skip\_ltrp\_signaling\_flag equals 1 specifies that list delta\_poc\_lsb\_lt\_minus1[1] is not signaled in the slice header and decoder shall not apply any changes of status to the existing LTRPs in DPB. However, num\_long\_term\_pics and used\_by\_curr\_pic\_lt\_flag [i] are still be signaled to determined whether or not the LTRPs in DPB are used by current slice.

The following syntax element is added to PPS to accommodate the proposed improvement.

|  |  |
| --- | --- |
| pic\_parameter\_set\_rbsp( ) { | **Desc** |
| **…** |  |
| if (long\_term\_ref\_pics\_present\_flag == 1) { |  |
| **allow\_skip\_ltrp\_signaling\_flag** | u(1) |
| } |  |
| **…** |  |
| } |  |

**allow\_skip\_ltrp\_signaling\_flag** specifies whether or not skip\_ltrp\_signaling\_flag is signaled in slice headers. allow\_skip\_ltrp\_signaling\_flag equals 0 indicates that skip\_ltrp\_signaling\_flag is not signaled in slice header and its value by default shall be 0.

|  |  |
| --- | --- |
| Slice\_header( ) { | **Desc** |
| **…** |  |
| If (long\_term\_ref\_pics\_present\_flag == 1) { |  |
| If (allow\_ltrp\_signaling\_skip\_flag == 1) { |  |
| **skip\_ltrp\_signaling\_flag** | u(1) |
| } |  |
| else { |  |
| skip\_ltrp\_signaling\_flag = 0 |  |
| } |  |
| **num\_long\_term\_pics** | ue(v) |
| for( i = 0; i < num\_long\_term\_pics; i++ ) { |  |
| if (!skip\_ltrp\_signaling\_flag) |  |
| **delta\_poc\_lsb\_lt\_minus1**[ i ] | ue(v) |
| **used\_by\_curr\_pic\_lt\_flag**[ i ] | u(1) |
| } |  |
| } |  |
| } |  |
| **…** |  |
| } |  |

**skip\_ltrp\_signaling\_flag** equals 1 indicates that delta\_poc\_lsb\_lt\_minus1 [i] is not signalled in this slice header and no change of status shall be applied to existing LTRPs in DPB. Otherwise, skip\_ltrp\_signaling\_flag equals 0 indicates that delta\_poc\_lsb\_lt\_minus1 [i] is signalled in this slice header.

The proponent believes that the above modification will not cause significant additional bits. For the second proposed modification, if the skipping feature is not desired in certain scenario then encoder can simple set the value of allow\_skip\_ltrp\_signaling\_flag in PPS to 0, which will cause only 1 bit.

However, if necessary, further analysis on the effect of the proposed modification to number of bits to be signalled will be provided in later revision.

# Conclusion

This document proposes some changes to the current syntax and semantics elements for signaling long-term reference pictures. While the proposed changes do not change signaling main concept of signaling, they may improve signaling efficiency. We recommend the group to further discuss the proposed changes can consider adopting them.

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