

JCTVC-H0280 CE10.2.1:
Reducing one pixel line buffer by modified
deblocking filter for horizontal LCU boundaries

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Content

- Summary
- Introduction
- Proposed method
- Experimental results
- Conclusions

Summary

- This contribution presents modified vertical filtering with reading 3 pixels and writing 2 pixels (R3W2) in deblocking
 - In HM5.0:
 - R4W3 filtering is applied to all boundaries
 - In this proposal:
 - R3W2 filtering is applied to only horizontal boundaries
 - R4W3 filtering is applied to the rest boundaries
- This proposal can save one pixel line buffer for deblocking filter
- BD-bitrates and subjective quality are kept the same level as HM5.0
 - Average BD-bitrates show 0.0% in all conditions with unchanged run-time

Introduction

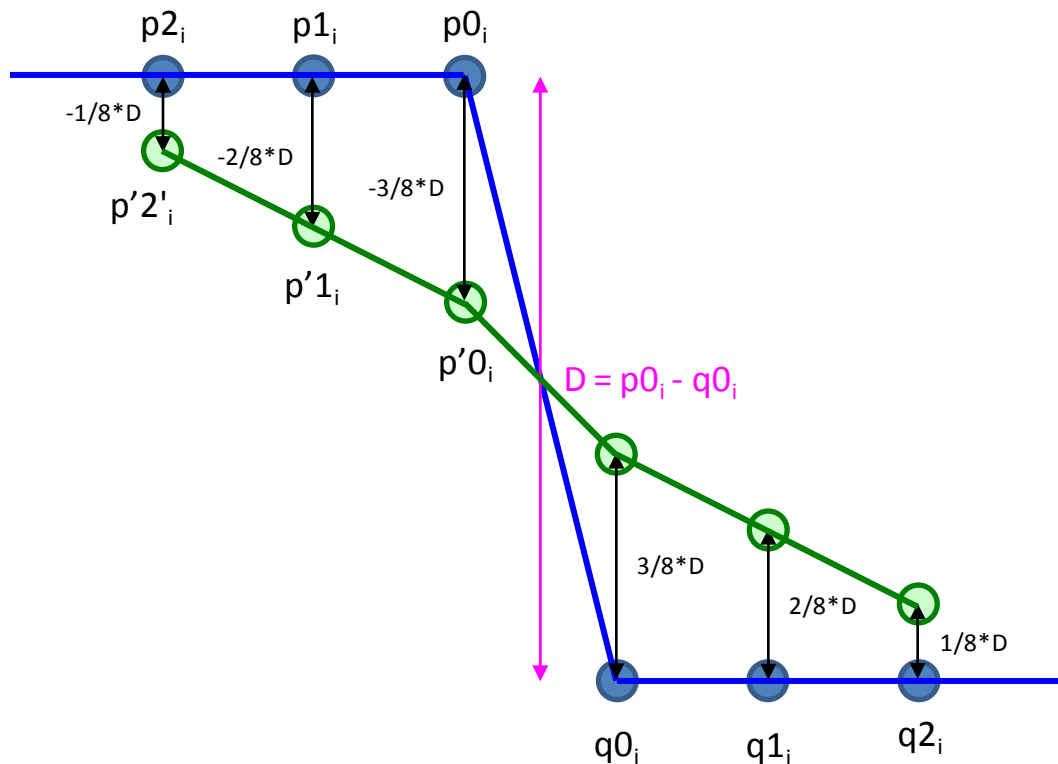
- Line buffer issue:
 - HEVC has 3 loop filters (DF/SAO/ALF) and totally requires a lot of line buffers for 4K coding in LCU-based processing.
 - In last Geneva, VB processing was adopted for ALF line buffer reduction, but DF still require 4 and 2 lines for both luma and chroma respectively
- Therefore more reduction is desired for DF

Proposed method

- R3W2 filtering is applied to **only horizontal LCU boundaries**
- Strong/weak selection
 - Use $p2_i$ instead of $p3_i$
$$d < (\beta > 2) \text{ and } (|p2_i - p0_i| + |q0_i - q'3_i|) < (\beta > 3) \text{ and } |p'0_i - q0_i| < ((5 * tc + 1) > 1)$$
- Strong filter
 - **2 pixels** above horizontal LCU boundaries **are filtered**
 - **Filter coefficient for only 1 pixel is modified** to keep the visual quality
 - The gate size is estimated at 210 gate under TSMC 65nm LP Multi Vth process (200MHz with 45% margin) and very small.

Proposed method

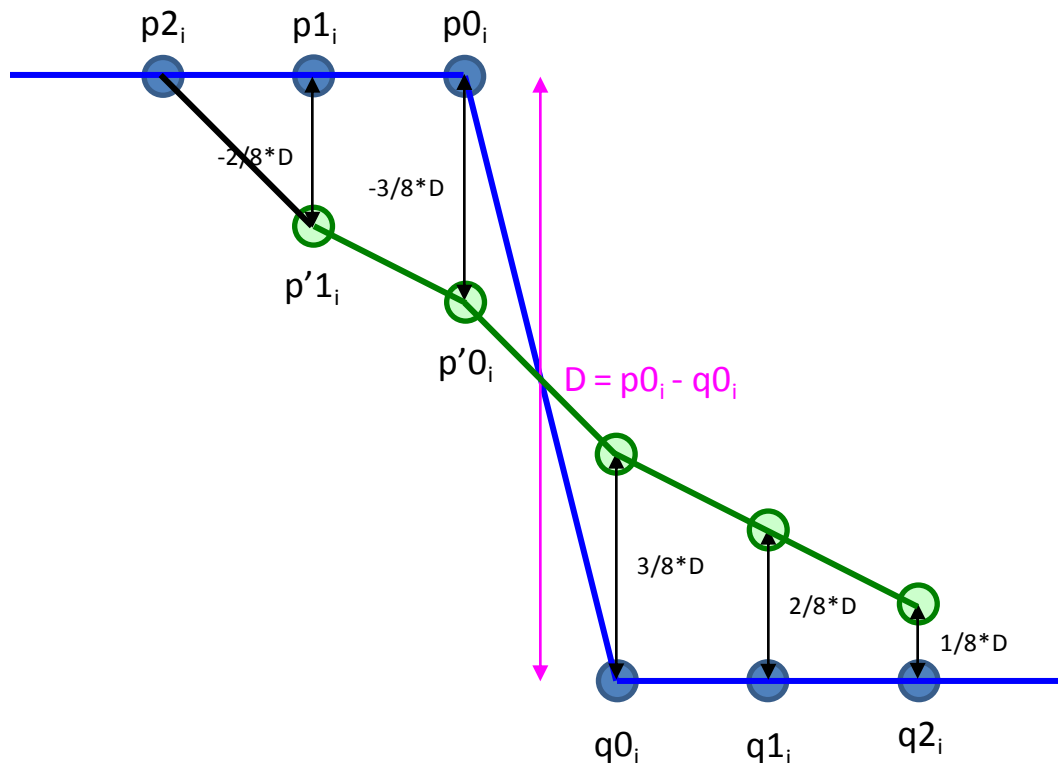
- Currently strong filter is shown as green waveform



	p3 ₀	p3 ₁	p3 ₂	p3 ₃	p3 ₄	p3 ₅	p3 ₆	p3 ₇
	p2 ₀	p2 ₁	p2 ₂	p2 ₃	p2 ₄	p2 ₅	p2 ₆	p2 ₇
A	p1 ₀	p1 ₁	p1 ₂	p1 ₃	p1 ₄	p1 ₅	p1 ₆	p1 ₇
	p0 ₀	p0 ₁	p0 ₂	p0 ₃	p0 ₄	p0 ₅	p0 ₆	p0 ₇
	q0 ₀	q0 ₁	q0 ₂	q0 ₃	q0 ₄	q0 ₅	q0 ₆	q0 ₇
B	q1 ₀	q1 ₁	q1 ₂	q1 ₃	q1 ₄	q1 ₅	q1 ₆	q1 ₇
	q2 ₀	q2 ₁	q2 ₂	q2 ₃	q2 ₄	q2 ₅	q2 ₆	q2 ₇
	q3 ₀	q3 ₁	q3 ₂	q3 ₃	q3 ₄	q3 ₅	q3 ₆	q3 ₇

Proposed method

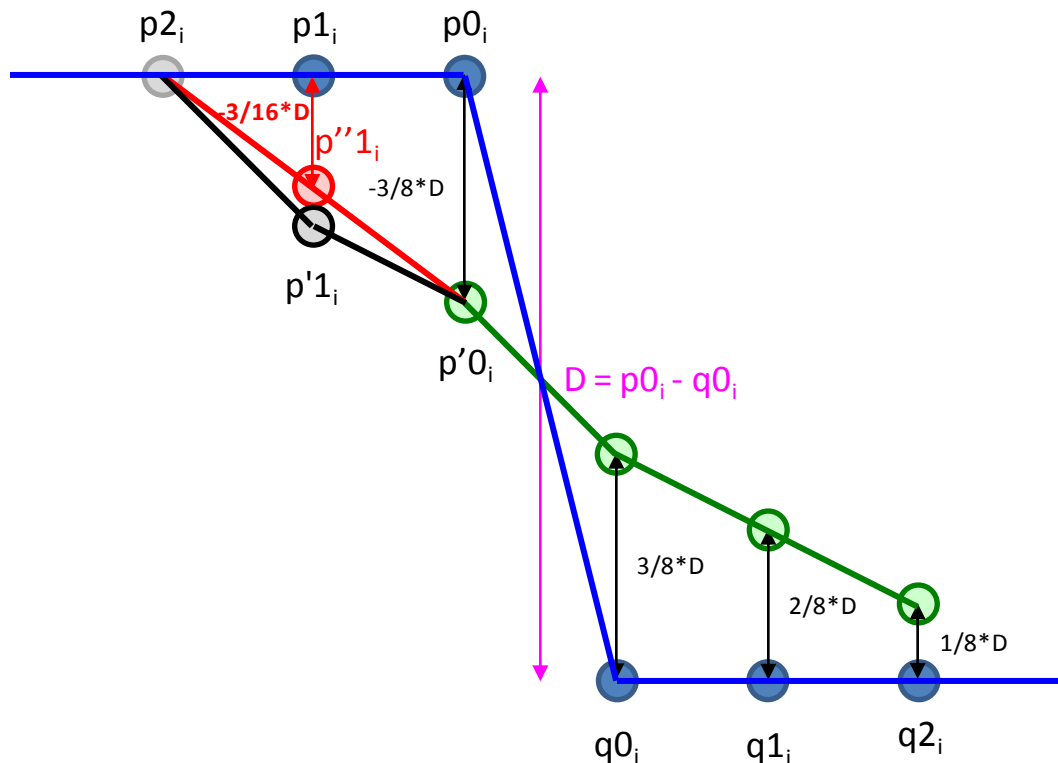
- Currently strong filter is shown as green waveform
- p2 is not filtered in case of R3W2
 \Rightarrow Waveform between $p2_i$ and $p0'_i$ is not smoothed



	$p3_0$	$p3_1$	$p3_2$	$p3_3$	$p3_4$	$p3_5$	$p3_6$	$p3_7$
	$p2_0$	$p2_1$	$p2_2$	$p2_3$	$p2_4$	$p2_5$	$p2_6$	$p2_7$
A	$p1_0$	$p1_1$	$p1_2$	$p1_3$	$p1_4$	$p1_5$	$p1_6$	$p1_7$
	$p0_0$	$p0_1$	$p0_2$	$p0_3$	$p0_4$	$p0_5$	$p0_6$	$p0_7$
	$q0_0$	$q0_1$	$q0_2$	$q0_3$	$q0_4$	$q0_5$	$q0_6$	$q0_7$
B	$q1_0$	$q1_1$	$q1_2$	$q1_3$	$q1_4$	$q1_5$	$q1_6$	$q1_7$
	$q2_0$	$q2_1$	$q2_2$	$q2_3$	$q2_4$	$q2_5$	$q2_6$	$q2_7$
	$q3_0$	$q3_1$	$q3_2$	$q3_3$	$q3_4$	$q3_5$	$q3_6$	$q3_7$

Proposed method

- Currently strong filter is shown as green waveform
- p2 is not filtered in case of R3W2
 - \Rightarrow Waveform between $p2_i$ and $p0'_i$ is not smoothed
- Modify $p'1_i$ to $p''1_i$ to smooth the waveform



	p3 ₀	p3 ₁	p3 ₂	p3 ₃	p3 ₄	p3 ₅	p3 ₆	p3 ₇
	p2 ₀	p2 ₁	p2 ₂	p2 ₃	p2 ₄	p2 ₅	p2 ₆	p2 ₇
A	p1 ₀	p1 ₁	p1 ₂	p1 ₃	p1 ₄	p1 ₅	p1 ₆	p1 ₇
	p0 ₀	p0 ₁	p0 ₂	p0 ₃	p0 ₄	p0 ₅	p0 ₆	p0 ₇
	q0 ₀	q0 ₁	q0 ₂	q0 ₃	q0 ₄	q0 ₅	q0 ₆	q0 ₇
B	q1 ₀	q1 ₁	q1 ₂	q1 ₃	q1 ₄	q1 ₅	q1 ₆	q1 ₇
	q2 ₀	q2 ₁	q2 ₂	q2 ₃	q2 ₄	q2 ₅	q2 ₆	q2 ₇
	q3 ₀	q3 ₁	q3 ₂	q3 ₃	q3 ₄	q3 ₅	q3 ₆	q3 ₇

Experimental results

With modified VB

- BD-bitrates and run-time are similar with HM5.0
- The visual quality for sequences including class-F and internal's is similar with HM5.0 in internal viewing

	All Intra HE			All Intra LC					
	Y	U	V	Y	U	V			
Class A	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class B	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class C	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class D	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class E	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Overall	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class F	0.4%	0.0%	0.0%	0.4%	0.0%	0.0%			
Enc Time[%]	99%			99%					
Dec Time[%]	99%			99%					
	Random Access HE			Random Access LC			Random Access HE-10		
	Y	U	V	Y	U	V	Y	U	V
Class A	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Class B	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%
Class C	0.0%	-0.1%	0.0%	0.0%	0.0%	0.0%			
Class D	0.0%	-0.1%	-0.2%	0.0%	0.0%	0.0%			
Class E									
Overall	0.0%	-0.1%	-0.1%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Class F	0.3%	0.1%	0.1%	0.2%	0.0%	0.0%			
Enc Time[%]	100%			100%			100%		
Dec Time[%]	99%			99%			99%		
	Low delay B HE			Low delay B LC					
	Y	U	V	Y	U	V			
Class A									
Class B	0.0%	0.1%	0.2%	0.0%	-0.2%	-0.1%			
Class C	0.0%	0.0%	0.0%	0.0%	0.1%	0.1%			
Class D	0.0%	-0.3%	-0.4%	0.0%	0.7%	-0.1%			
Class E	0.0%	0.3%	0.0%	0.0%	-0.4%	0.0%			
Overall	0.0%	0.0%	-0.1%	0.0%	0.1%	0.0%			
Class F	0.3%	-0.1%	-0.1%	0.1%	-0.1%	-0.4%			
Enc Time[%]	99%			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%	0.1%	-0.3%	0.0%	0.1%	-0.1%			
Class C	0.0%	0.0%	-0.1%	0.0%	0.1%	0.1%			
Class D	0.0%	0.1%	-0.1%	-0.1%	-0.5%	0.4%			
Class E	0.0%	-0.3%	0.1%	0.0%	-0.6%	-0.4%			
Overall	0.0%	0.0%	-0.1%	0.0%	-0.2%	0.0%			
Class F	0.3%	0.2%	0.1%	0.2%	-0.6%	0.0%			
Enc Time[%]	100%			101%					
Dec Time[%]	100%			102%					

Conclusions

- MediaTek and Sony propose R3W2 technique to reduce one pixel line buffer
- The average experimental results show 0.0% for all conditions with unchanged run-time
- The subjective quality is kept as the same level as HM5.0

Appendix

Experimental results

Without modified VB

- BD-bitrates and run-time are similar with HM5.0
- The visual quality for sequences including class-F and internal's is similar with HM5.0 in internal viewing

	All Intra HE			All Intra LC			All Intra HE-10		
	Y	U	V	Y	U	V	Y	U	V
Class A	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class B	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class C	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class D	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class E	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Overall	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class F	0.4%	0.0%	0.0%	0.4%	0.0%	0.0%			
Enc Time[%]	100%			99%					
Dec Time[%]	99%			99%					

	Random Access HE			Random Access LC			Random Access HE-10		
	Y	U	V	Y	U	V	Y	U	V
Class A	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%	0.1%
Class B	0.0%	0.0%	0.0%	0.0%	0.1%	0.0%	0.0%	0.0%	0.0%
Class C	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			
Class D	0.0%	-0.1%	-0.1%	0.0%	0.0%	0.0%			
Class E									
Overall	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
Class F	0.3%	0.1%	0.1%	0.2%	0.0%	0.0%			
Enc Time[%]	100%			100%			100%		
Dec Time[%]	100%			99%			100%		

	Low delay B HE			Low delay B LC			Low delay B HE-10		
	Y	U	V	Y	U	V	Y	U	V
Class A									
Class B	0.0%	0.0%	0.3%	0.0%	-0.2%	-0.1%			
Class C	0.0%	0.0%	0.1%	0.0%	0.1%	0.1%			
Class D	-0.1%	-0.3%	-0.2%	0.0%	0.7%	-0.1%			
Class E	0.0%	-0.7%	-0.2%	0.0%	-0.4%	0.0%			
Overall	0.0%	-0.2%	0.0%	0.0%	0.1%	0.0%			
	0.0%	-0.2%	0.0%	0.0%	0.1%	0.0%			
Class F	0.3%	-0.3%	-0.2%	0.1%	-0.1%	-0.4%			
Enc Time[%]	100%			100%					
Dec Time[%]	100%			100%					

	Low delay P HE			Low delay P LC			Low delay P HE-10		
	Y	U	V	Y	U	V	Y	U	V
Class A									
Class B	0.0%	0.1%	-0.3%	0.0%	0.1%	-0.1%			
Class C	0.1%	-0.1%	-0.2%	0.0%	0.1%	0.1%			
Class D	0.0%	0.2%	-0.2%	-0.1%	-0.5%	0.4%			
Class E	0.0%	0.0%	0.3%	0.0%	-0.6%	-0.4%			
Overall	0.0%	0.0%	-0.1%	0.0%	-0.2%	0.0%			
	0.0%	0.0%	-0.1%	0.0%	-0.2%	0.1%			
Class F	0.4%	0.3%	0.2%	0.2%	0.0%	0.0%			
Enc Time[%]	100%			101%					
Dec Time[%]	99%			102%					