

# **Quantization matrix entries as QP offsets**

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# Quantization Matrices in CD

- Each entry is interpreted as a scale factor
  - (QM entry / 16)
- The granularity of effective QP change is very different for different scale factors
  - 1 to 2 or 128 to 255 (effective QP change of 6)
- Typical quantization matrices have low scale factors at lower frequencies
  - Much more granularity needed

# Other issues

- Different clipping before dequantization depending on
  - whether quantization matrices are being used
  - transform size
- Different dequantization paths depending on whether quantization matrices are being used.
- Additional storage to avoid multiplication
  - $M[i][j] * \text{levelScale}[qP\%6]$  for 6 possible values of  $qP\%6$

# Notation

- B: internal bit depth
  - as specified by InternalBitDepth in the common config files
- N: transform size
- M:  $\log_2(N)$
- levelScale[k]: { 40, 45, 51, 57, 64, 72 } with  $k = 0, 1, \dots, 5$
- M[i][j]: 8-bit unsigned scaling list matrix entries
- c[i][j]: coefficient level
- d[i][j]: Dequantized level values

# Proposed method

- Quantization matrix entries interpreted as QP offset
- Higher granularity than existing QPs
  - Example: 12 QP increments to double the step-size
- QP for coefficient (i,j) is derived as
  - $QP_{\text{mod}}[i][j] = 2 * QP + (M[i][j] - 64)$
  - Clip to [0, 119]
  - Granularity of half QP.
  - Higher granularities are possible
    - Limited by the amount of precision for levelScale array (6 bits).

# Proposed method – *cont.*

- Unification of dequantization paths
  - Similar processing for no quantization matrix and quantization matrix case
  - For no quantization matrix case, set  $QP_{\text{mod}}$  to  $2 * QP$

$$d[i][j] = ((c[i][j] * \text{levelScale}[QP_{\text{mod}}[i][j] \% 12] \ll (QP_{\text{mod}}[i][j] / 12)) \\ + (1 \ll (\text{shift} - 1))) \gg \text{shift}$$

- $\text{levelScale}[k]: \{ 40, 42, 45, 48, 51, 54, 57, 60, 64, 68, 72, 76 \}$   
with  $k = 0, 1, \dots, 11$ .

# 32-bit intermediate processing

- $c[i][j]$ : 16-bit signed
- levelScale: 7-bit unsigned
- $(QP_{\text{mod}}[i][j]/12)$ : 9-bit unsigned
- No need to clip  $c[i][j]$  if 16-bit level restriction is applied on the encoder side.

# Advantages

- Same granularity of QP change at high and low values of quantization matrix entries.
- Same processing path for dequantization with or without quantization matrices.
- Clipping before dequantization can be removed if 16-bit level restriction is applied on the encoder side.
- No need to store  $(M[i][j] * \text{levelScale}[QP \% 6])$  for 6  $QP \% 6$  values. However
  - Bigger LUT needed for  $QP \% 12$  and  $QP / 12$ .
  - One addition, one clip and 2 table lookups.



# Conclusion

- Proposed quantization matrices where the entries act as fractional QP offsets
  - Uniform granularity
  - Reduced storage
- Recommend adoption of the method