

# **JCTVC-N0106**

## **Generalized residual prediction with motion vector clipping**

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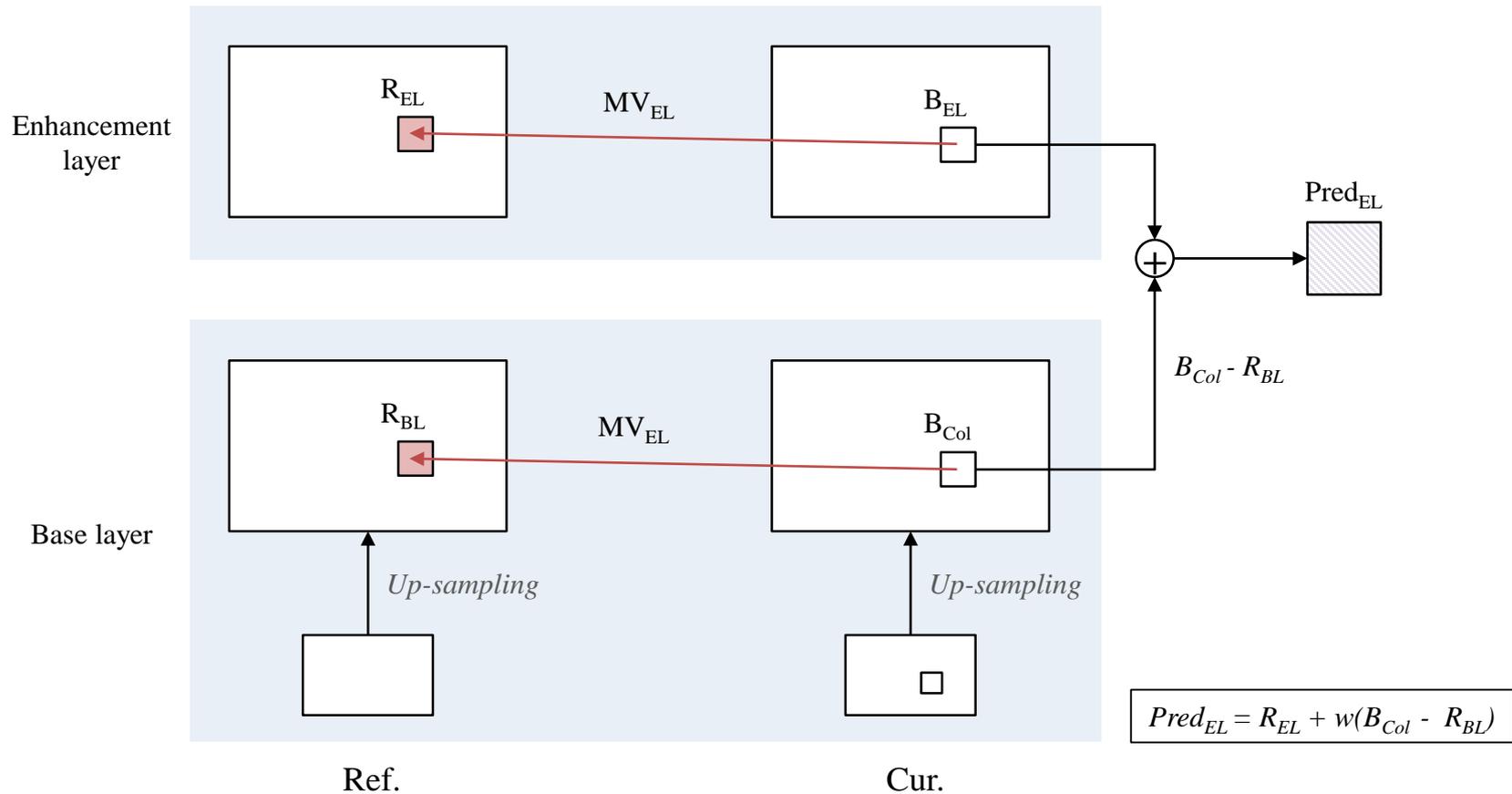
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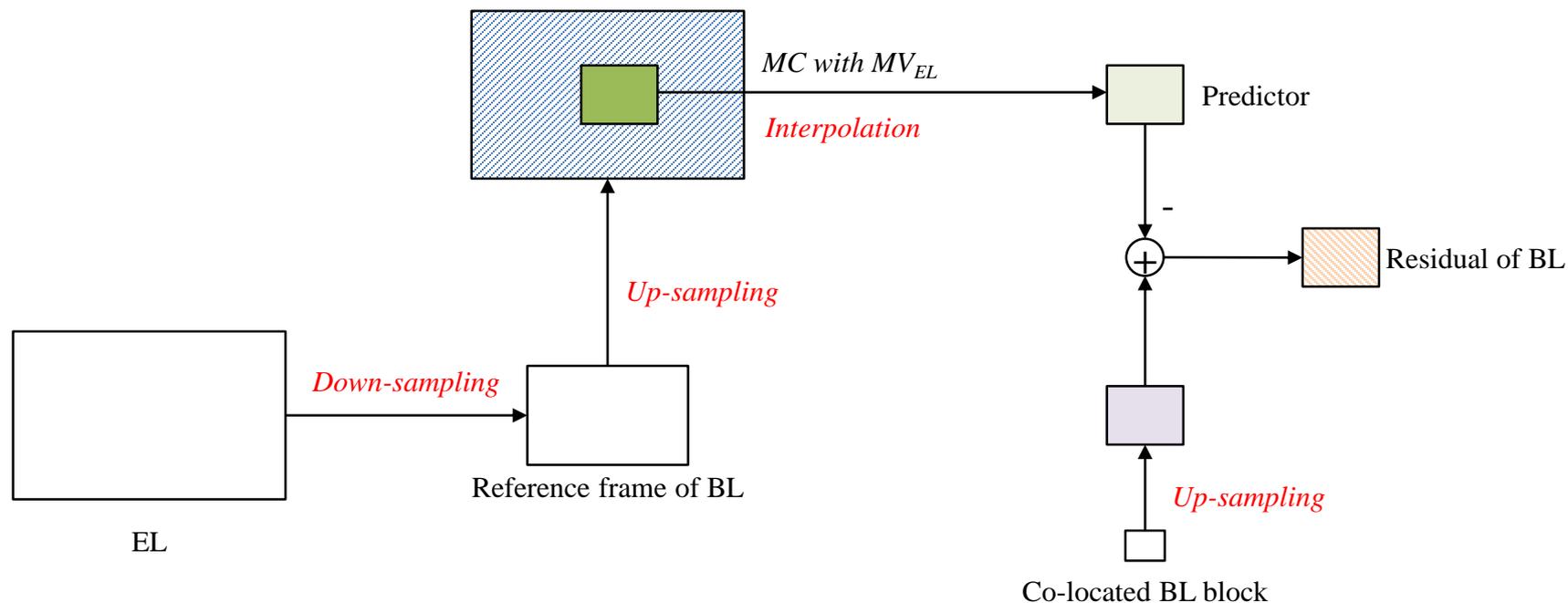
# Introduction

- Conventional generalized residual prediction (GRP)



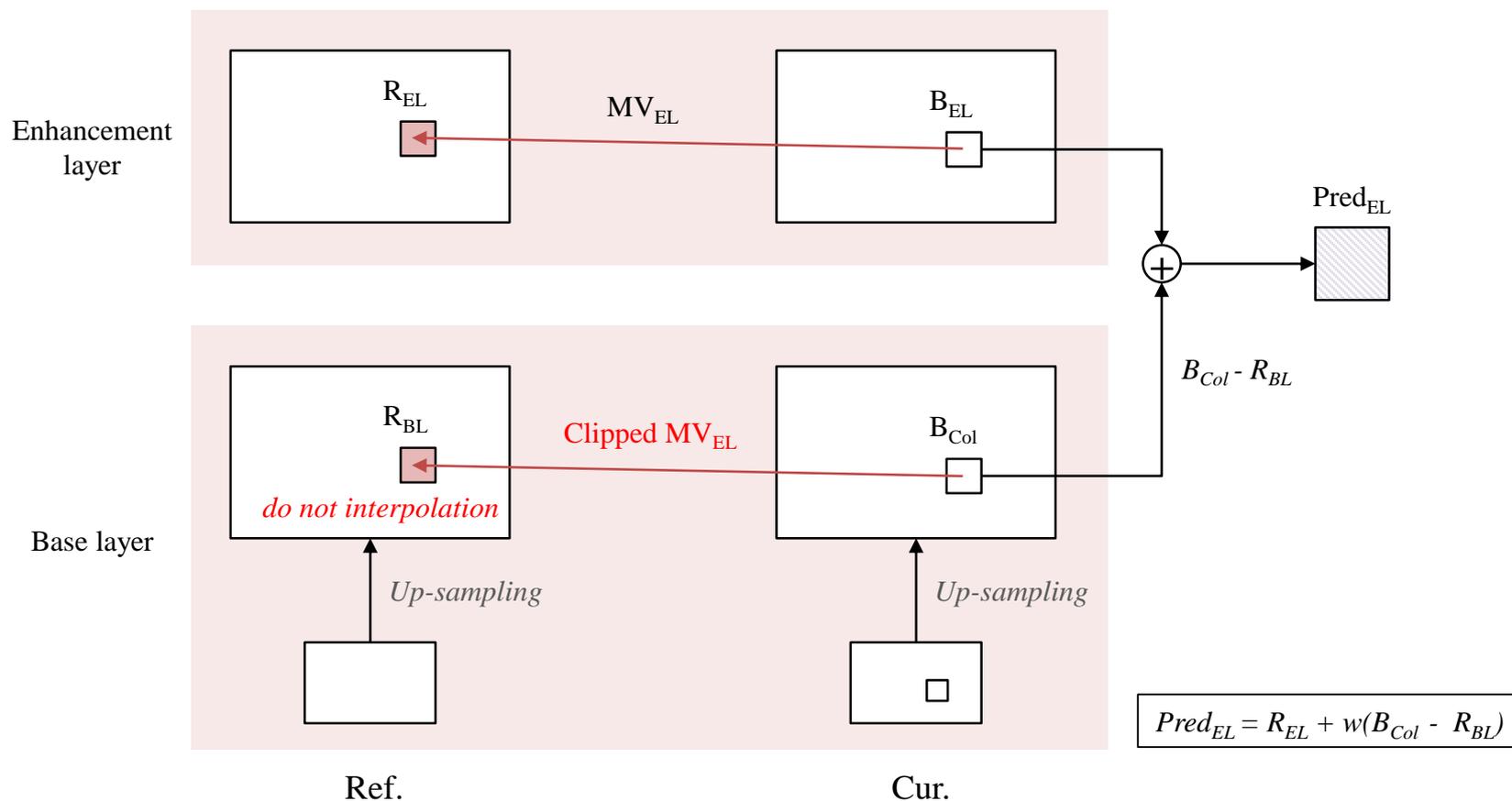
# Introduction

- Computation of BL residual
  - If  $MV_{EL}$  has fractional-pel accuracy, the up-sampled BL should be again interpolated accordingly.
  - The up-sampled BL has low bandwidth, compared to EL, interpolation of the up-sampled BL would not enhance prediction performance of GRP.



# Proposed method

- Generalized residual prediction with clipped motion vector
  - The proposed method forgoes interpolation of the up-sampled BL and the residual is constructed with clipped MV to integer pixel unit.



# Performance

- Test conditions

Anchor	SHM2.0-based IntraBL
Configuration	Random access
Spatial scalability	1.5x / 2x

	Test software
Test1	PU-level weighted GRP $w = 0, 0.5 \text{ or } 1$
Test2	PU-level weighted GRP with MV clipping $(MV_{clip} = (MV_{EL} \gg 2) \ll 2)$ $w = 0, 0.5 \text{ or } 1$

# Performance

- Test result (Compared to SHM2.0 IntraBL)

**Table 1. SHM2.0 vs. Conventional GRP**

Test 1	RA HEVC 2x			RA HEVC 1.5x		
	Y	U	V	Y	U	V
Class A	-1.7%	-5.0%	-6.6%			
Class B	-0.9%	-4.0%	-4.8%	-0.9%	-5.5%	-6.1%
<b>Overall (Test vs Ref)</b>	-1.1%	-4.3%	-5.3%	-0.9%	-5.5%	-6.1%
<b>Overall (Test vs single layer)</b>	18.6%	28.6%	26.3%	16.6%	25.0%	24.7%
<b>Overall (Ref vs single layer)</b>	19.9%	34.7%	33.6%	17.5%	32.4%	32.9%
<b>EL only (Test vs Ref)</b>	-2.4%	-5.7%	-6.7%	-2.8%	-8.1%	-8.8%
<b>Enc Time[%]</b>	130.2%			114.8%		
<b>BL Match</b>	Matched			Matched		

**Table 2. SHM2.0 vs. Proposed GRP**

Test 2 Proposed method	RA HEVC 2x			RA HEVC 1.5x		
	Y	U	V	Y	U	V
Class A	-0.8%	-3.1%	-4.6%			
Class B	-0.5%	-2.6%	-3.2%	-0.2%	-3.3%	-3.7%
<b>Overall (Test vs Ref)</b>	-0.6%	-2.8%	-3.6%	-0.2%	-3.3%	-3.7%
<b>Overall (Test vs single layer)</b>	19.2%	30.9%	28.7%	17.3%	28.0%	28.0%
<b>Overall (Ref vs single layer)</b>	19.9%	34.7%	33.6%	17.5%	32.4%	32.9%
<b>EL only (Test vs Ref)</b>	-1.4%	-3.6%	-4.5%	-1.3%	-4.8%	-5.3%
<b>Enc Time[%]</b>	115.1%			107.0%		
<b>BL Match</b>	Matched			Matched		

# Conclusion

- This contribution proposes a method that reduces a computational complexity of GRP by removing interpolation with motion vector clipping.
- With the proposed method, encoding time increases by 11% and BD-rate decreases by 0.4% compared to SHM2.0.