



Unification of the Adaptive Motion Resolution signaling for both IBC and Inter modes

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Problem Statement

- 2 different designs for motion resolution signaling and Block vector resolution signaling

Inter reference frames:

MV resolution of vectors pointing to the Inter reference frame depends on the value of `use_integer_mv_flag`

- 0 => Quarter-pel
- 1 => Full-pel

Current frame reference frame:

Vector resolution is always Full-pel

Proposed changes

- Only one signaling for all reference frames

All reference frames:

use_integer_mv_flag transmitted
for each reference frame index

0 => Quarter-pel

1 => Full-pel

- Encoder: always set use_integer_mv_flag to 1 for the current frame
 - Could be a bitstream conformance constraint

Results

- No Impact on coding efficiency
- Average BDR 0.0%

	All Intra		
	G/Y	B/U	R/V
RGB, text & graphics with motion, 1080p & 720p	0.0%	0.0%	0.0%
RGB, mixed content, 1440p & 1080p	0.0%	0.0%	0.0%
RGB, Animation, 720p	0.0%	0.0%	0.0%
RGB, camera captured, 1080p	0.0%	0.0%	0.0%
YUV, text & graphics with motion, 1080p & 720p	0.0%	0.0%	0.0%
YUV, mixed content, 1440p & 1080p	0.0%	0.0%	0.0%
YUV, Animation, 720p	0.0%	0.0%	0.0%
YUV, camera captured, 1080p	0.0%	0.0%	0.0%
Enc Time[%]	99%		
Dec Time[%]	104%		

	Random Access		
	G/Y	B/U	R/V
RGB, text & graphics with motion, 1080p & 720p	0.0%	0.0%	0.0%
RGB, mixed content, 1440p & 1080p	0.0%	0.0%	0.0%
RGB, Animation, 720p	0.0%	0.0%	0.0%
RGB, camera captured, 1080p	0.0%	0.0%	0.0%
YUV, text & graphics with motion, 1080p & 720p	0.0%	0.0%	0.0%
YUV, mixed content, 1440p & 1080p	0.0%	0.0%	0.0%
YUV, Animation, 720p	0.0%	0.0%	0.0%
YUV, camera captured, 1080p	0.0%	0.0%	0.0%
Enc Time[%]	99%		
Dec Time[%]	103%		

	Low delay B		
	G/Y	B/U	R/V
RGB, text & graphics with motion, 1080p & 720p	0.0%	0.0%	0.0%
RGB, mixed content, 1440p & 1080p	0.0%	0.1%	0.0%
RGB, Animation, 720p	0.0%	0.0%	0.0%
RGB, camera captured, 1080p	0.0%	0.0%	0.0%
YUV, text & graphics with motion, 1080p & 720p	0.1%	0.1%	0.2%
YUV, mixed content, 1440p & 1080p	0.1%	0.0%	0.2%
YUV, Animation, 720p	0.0%	0.0%	0.0%
YUV, camera captured, 1080p	0.0%	0.0%	0.0%
Enc Time[%]	101%		
Dec Time[%]	102%		

Conclusion

- This contribution proposes to signal the vector resolution for each reference frame index.
 - Same signaling for all reference frame indexes.
 - Cleaner design
 - More flexible than the current design
 - No impact on coding efficiency