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| *Title:* | **Improved Nonlinear Depth Representation** | | |
| *Status:* | Input Document | | |
| *Purpose:* | Proposal | | |
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# Abstract

In this proposal, we modify the nonlinear depth representation (NDR) [1] adopted in the 3DV-ATM. The current NDR is prune to center disparity fluctuation. Because it checks just one time at the beginning of sequence and then on/off is fixed for the whole sequence. In this proposal, we make NDR more resilient to every frame by explicitly signalling frame by frame. The modified nonlinear depth representation was implemented and the test results shows -0.76% (decoded view) and -0.23% (rendered view) BD-rate in EHP Profile and -0.81% (decoded view) and -0.34% (rendered view) BD-rate in HP Profile when compared with 3DV-ATM ver. 5.1 r2 under the common test conditions [2] without the encoding and decoding time increase.

# Introduction

We modify the nonlinear depth representation (NDR) adopted in the 3DV-ATM. Although the present NDR has good coding gain, there is still chance to improve error-resilience and coding gain. In this proposal, we address the improvement of the nonlinear depth representation.

# Algorithm description

In this section, we will overview the present NDR and then explain what we improve. NDR is a kind of the non-uniform quantization so that distant objects are quantized more roughly than the closer one. Depth sample values were defined by the following power-law expressions, similar as in the case of well known gamma correction:



For the input depth map, NDR takes the forward transform (linear to nonlinear) and then transformed depth map is used in 3DV encoder and 3DV decoder. Finally, the coded depth map is inversely transformed in order to represent the nonlinear representation to linear representation. To decide whether NDR enabling or not, the present NDR makes the analysis for the first frame of depth map and such decision is final and fixed to the whole sequence. Thus one-time on/off decision suffer from a kind of scene change that often happens and is not efficient throughout a sequence.



1. The present NDR



1. The improved NDR

Fig. 1. The comparison of the present NDR and improved NDR

In the proposal, we change on/off signaling by which decision is made by not the first frame but every frame. Thus, we decide every slice whether NDR enabling or not and the on/off decision is explicitly signaled to the decoder. The on/off signaling was written inside the slice data but the LUT tables related to the nonlinear representation is written SPS (EHP profile) or SEI (HP profile) as before. Compared to the present nonlinear depth representation, there are two differences as follows.

* NDR on/off flag is signaled to the decoder every slice.
* Decision on NDR on/off is based on not only disparity histogram (disparity center) but also histogram threshold. (encoder issue only)

# Test results

In this section, the objective coding performance of the proposed method is presented compared with 3DV-ATM 5.1 r2 anchor (both EHP profile and HP profile). We followed the common testing condition document [2]. Subjective evaluation is also possible on the meeting and constant-bitrate points are available.

Table 1 and Table 2 show BD-rate gain in terms of PSNR of decoded views over texture + depth bit rate and BD-rate gain in terms of PSNR of synthesized views over texture + depth bit rate.

Table 1. Test results for the proposal in 3 view test scenario (EHP profile)

|  |  |  |
| --- | --- | --- |
| Sequences | BD-rate with PSNR of  decoded views over  texture + depth bit rate | BD-rate with PSNR of  synthesized views over  texture + depth bit rate |
| Poznan Hall2 | 0.04 | 0.04 |
| Poznan Street | 0.02 | 0.02 |
| Undo Dancer | 0.01 | 0.01 |
| GT Fly | 0.70 | -1.77 |
| Kendo | 0.02 | 0.02 |
| Balloons | 0.02 | 0.02 |
| Newspaper | -6.15 | 0.07 |
| Average | -0.76 | -0.23 |
| Encoding Time (%) | 101.1% | |
| Decoding Time (%) | 98.9% | |

Table 2. Test results for the proposal in 3 view test scenario (HP profile)

|  |  |  |
| --- | --- | --- |
| Sequences | BD-rate with PSNR of  decoded views over  texture + depth bit rate | BD-rate with PSNR of  synthesized views over  texture + depth bit rate |
| Poznan Hall2 | 0.02 | 0.02 |
| Poznan Street | 0.01 | 0.01 |
| Undo Dancer | 0.00 | 0.00 |
| GT Fly | 1.63 | -0.86 |
| Kendo | 0.01 | 0.01 |
| Balloons | 0.01 | 0.01 |
| Newspaper | -7.35 | -1.54 |
| Average | -0.81 | -0.34 |
| Encoding Time (%) | 99.8% | |
| Decoding Time (%) | 100.4% | |

# Working draft

|  |  |  |
| --- | --- | --- |
| slice\_header( ) { | **C** | **Descriptor** |
| **…** |  |  |
| if( DepthFlag ) { |  |  |
| **Nonlinear\_depth\_representation\_flag** | **0** | **u(1)** |
| } |  |  |
| **…** |  |  |
| } |  |  |

**Nonlinear\_depth\_representation\_flag** specifies whether the current slice is represented in nonlinear form or not. Nonlinear depth representation flag equal to 1 specifies that the current slice is transformed in nonlinear representation.

# Conclusion

In this document, improved NDR was proposed. Experimental results shows -0.76% (decoded view) and -0.23% (rendered view) BD-rate in EHP Profile and -0.81% (decoded view) and -0.34% (rendered view) BD-rate in HP Profile for 3 view case, compared to anchor and the encoding time and decoding time remains the similar to the anchor. We recommend that the proposal is integrated into 3DV-ATM

# Patent rights declaration(s)

**Samsung Electronics Co., Ltd. may have current or pending patent rights relating to the technology described in this contribution and, conditioned on reciprocity, is prepared to grant licenses under reasonable and non-discriminatory terms as necessary for implementation of the resulting ITU-T Recommendation | ISO/IEC International Standard (per box 2 of the ITU-T/ITU-R/ISO/IEC patent statement and licensing declaration form).**

# References

1. ISO/IEC JTC1/SC29/WG11“3D-CE2a results on Nonlinear Depth Representation,” M25017, May 2012.
2. “Common Test Conditions for 3DV experimentation,” JCT2-A1100, JCT-3V 1st Meeting , Stockholm, SE, 16-20 July 2012.