

REDEFINING MOBILITY



# JCT3V-D0182: CE6.h related: On signaling of DLT for depth coding

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# Introduction

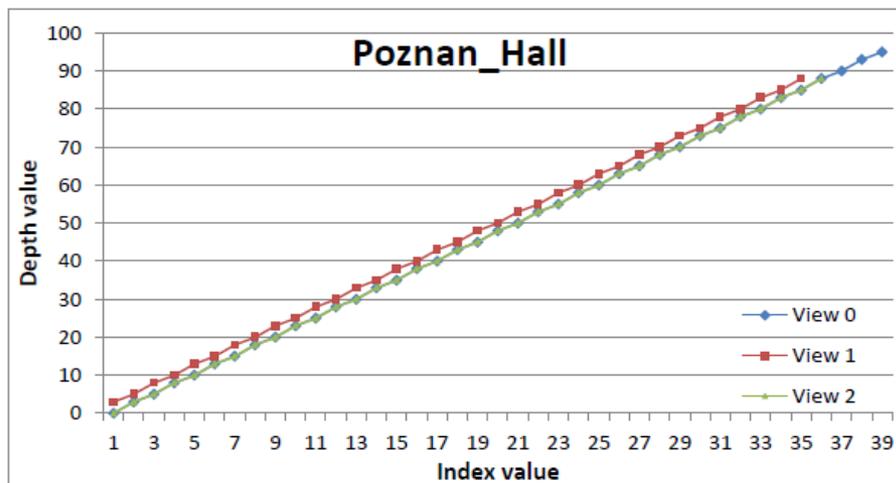
- Depth look-up tables (DLT)
  - Mapping from depth values to index values using look-up tables
  - Available depth values are explicitly signaled in VPS

	Descriptor
vps_extension2() {	
...	
<b>dlt_flag</b> [ layerId ]	u(1)
if( dlt_flag[ layerId ] ) {	
<b>num_depth_values_in_dlt</b> [ layerId ]	ue(v)
for ( j = 0; j < num_depth_values_in_dlt[ layerId ] ; j++) {	
<b>dlt_depth_value</b> [ layerId ][ j ]	ue(v)
}	
}	
...	

- Signaling DLT is expensive, i.e., average **577.3** bits under CTC

# Motivation

- Characteristics of depth look-up tables
  - Delta diff between two consecutive depth values is relatively stable



- High correlation between different views

View 0: 0 3 5 8 10 13 15 18 20 23 25 28 30 33 35 38 40 43 45 48 50 53 55 58 60 63 65 68 70 73 75 78 80 83 85 88 90 93 95  
View 1: 3 5 8 10 13 15 18 20 23 25 28 30 33 35 38 40 43 45 48 50 53 55 58 60 63 65 68 70 73 75 78 80 83 85 88  
View 2: 0 3 5 8 10 13 15 18 20 23 25 28 30 33 35 38 40 43 45 48 50 53 55 58 60 63 65 68 70 73 75 78 80 83 85 88

# Proposal

- Alignment of HTM and WD
  - All SPS extensions are moved to VPS extension
- For base view, the difference between consecutive depth values is signalled.

	Descriptor
...	
num_depth_values_in_dlt[ i ]	u(v)
dlt_depth_start_value[ i ]	u(v)
dlt_depth_delta_equal_flag[ i ]	u(1)
if( dlt_depth_delta_equal_flag[ i ] )	
dlt_depth_delta_value[ i ]	u(v)
else {	
max_diff_minus1[ i ]	u(v)
for ( j = 1; j < num_depth_values_in_dlt[ i ]; j++ ) {	
dlt_depth_value_diff_minus1[ i ][ j ]	u(v)
}	
}	
...	

# Proposal

- For non-base view
  - The overlapped part with base view is identified by 2-bit flag `depth_overlap_idc`
    - 1: The last  $N_1$  values are copied from base view when  $N_i > N_1$
    - 2: The first  $N_1$  values are copied from base view when  $N_i > N_1$
    - 3: The  $N_1$  depth values starting from  $N_{left}$  are copied from base view when  $N_i > N_1$
  - The non-overlapped part is signaled as same as base view

	Descriptor
<code>if (i != 1)</code>	
<code>  inter_view_dlt_pred_enable_flag[i]</code>	u(1)
<code>  if (i == 1    !inter_view_dlt_pred_enable_flag[i]) {</code>	
<code>    .....</code>	
<code>  }</code>	
<code>  else {</code>	
<code>    num_depth_values_in_dlt[i]</code>	u(v)
<code>    depth_overlap_idc[i]</code>	u(2)
<code>    if(depth_overlap_idc[i] == 3)</code>	
<code>      number_left_nonoverlap_depth_values[i]</code>	u(v)
<code>    if(num_depth_values_in_dlt[i] &gt; num_depth_values_in_dlt[1]) {</code>	
<code>      max_diff_minus1[i]</code>	u(v)
<code>      for (j = 0; j &lt; num_depth_values_in_dlt[i] - num_depth_values_in_dlt[1]; j++)</code>	
<code>        dlt_depth_value_diff_minus1[i][j]</code>	u(v)
<code>    }</code>	
<code>  }</code>	

# Results

## ■ DLT Bits

		DLT Size (bits)		
		Anchor	Proposed	Proposed/Anchor
<b>Balloons</b>	View 0	555	136	24.5%
	View 1	641	59	9.2%
	View 2	617	43	7.0%
<b>Kendo</b>	View 0	485	124	25.6%
	View 1	637	59	9.3%
	View 2	649	65	10.0%
<b>Newspaper</b>	View 0	606	121	20.0%
	View 1	621	21	3.4%
	View 2	696	31	4.5%
<b>PoznanHall</b>	View 0	420	101	24.0%
	View 1	380	14	3.7%
	View 2	381	11	2.9%
<b>Average</b>	View 0	516.5	120.5	23.5%
	View 1	569.8	38.3	6.4%
	View 2	585.8	37.5	6.1%
	All Views	<b>557.3</b>	<b>65.4</b>	<b>12.0%</b>

# Results

- Common test condition

	video 0	video 1	video 2	video PSNR / video bitrate	video PSNR / total bitrate	synth PSNR / total bitrate
Balloons	0.0%	0.0%	0.0%	0.0%	0.0%	-0.03%
Kendo	0.0%	0.0%	0.0%	0.0%	0.0%	-0.03%
Newspapercc	0.0%	0.0%	0.0%	0.0%	0.0%	-0.03%
GhostTownFly	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
PoznanHall2	0.0%	0.0%	0.0%	0.0%	0.0%	-0.04%
PoznanStreet	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
UndoDancer	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
1024x768	0.0%	0.0%	0.0%	0.0%	0.0%	-0.03%
1920x1088	0.0%	0.0%	0.0%	0.0%	0.0%	-0.01%
<b>average</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>-0.02%</b>

# Results

- All intra test condition

	video 0	video 1	video 2	video PSNR / video bitrate	video PSNR / total bitrate	synth PSNR / total bitrate
Balloons	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
Kendo	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
Newspapercc	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
GhostTownFly	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
PoznanHall2	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
PoznanStreet	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
UndoDancer	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
1024x768	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
1920x1088	0.0%	0.0%	0.0%	0.0%	0.0%	0.00%
<b>average</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.0%</b>	<b>0.00%</b>

- Thank RWTH Aachen University fro cross-check (JCT3V-D0273)!

# Conclusion

- Alignment of HTM and WD
  - All SPS extensions are moved to VPS extension
- Significant reduction of DLT coding bits
  - From average 557.3 bits to average 65.4 bits
  - Average 88% of DLT coding bits are saved

Thanks!