

# **JCT3V-J0036: Reduction of Worst Case Memory Bandwidth in 3D-HEVC**

---

**Min Woo Park**

**DMC R&D Center  
Samsung Electronics**

# Memory Bandwidth for 3D-HEVC

- ❖ In the worst case,
  - Memory bandwidth of 3D-HEVC > Memory bandwidth of HEVC
    - Since 3D-HEVC needs to additionally access a depth map
  - **114%** memory bandwidth compared to the worst case of HEVC
    - when 8x2 memory pattern is used
- ❖ To reduce the worst case memory bandwidth in 3D-HEVC,
  - when CU size is 8x8, DoNBDV is not derived and use NBDV instead of DoNBDV (for deriving IVMC, IVDC, shifted IVMC and shifted IVDC)
- ❖ With the proposed method,
  - Worst case memory bandwidth of 3D-HEVC becomes the same as the worst case of HEVC (114% → 100%)

Tool	Current	Proposed
IVMC	114%	100%
ARP	108%	94%
Merge	114%	100%

**Memory bandwidth comparison (8x2 memory pattern)**

# Simulation Results

- ❖ Based on CTC and HTM 12 reference software
  - No coding loss

	video 0	video 1	video 2	video PSNR / video bitrate	video PSNR / total bitrate	synth PSNR / total bitrate	enc time	dec time	ren time
Balloons	0.00%	0.05%	0.18%	0.05%	0.04%	0.06%	102.0%	99.1%	103.7%
Kendo	0.00%	0.11%	0.21%	0.07%	0.04%	0.08%	102.8%	96.7%	103.2%
Newspaper_CC	0.00%	0.06%	0.20%	0.03%	0.00%	0.01%	101.1%	92.9%	101.2%
GT_Fly	0.00%	0.09%	0.12%	0.02%	0.00%	0.00%	99.2%	95.9%	100.1%
Poznan_Hall2	0.00%	0.04%	0.33%	0.04%	0.02%	0.10%	101.2%	99.9%	103.2%
Poznan_Street	0.00%	0.12%	-0.05%	0.01%	0.01%	-0.01%	100.0%	105.0%	101.3%
Undo_Dancer	0.00%	0.00%	-0.04%	0.01%	0.01%	0.00%	99.5%	100.1%	98.8%
Shark	0.00%	0.25%	0.03%	0.03%	0.03%	0.02%	99.2%	100.2%	100.3%
1024x768	0.00%	0.07%	0.20%	0.05%	0.03%	0.05%	102.0%	96.2%	102.7%
1920x1088	0.00%	0.10%	0.08%	0.02%	0.01%	0.02%	99.8%	100.2%	100.7%
<b>average</b>	<b>0.00%</b>	<b>0.09%</b>	<b>0.12%</b>	<b>0.03%</b>	<b>0.02%</b>	<b>0.03%</b>	<b>100.6%</b>	<b>98.7%</b>	<b>101.5%</b>

# Conclusion

- ❖ We proposed, when CU size is 8x8, not to derive DoNBDV and to use NBDV instead of DoNBDV
  - The worst case memory bandwidth becomes the same as the worst case of HEVC (114% → 100%) while maintaining the coding performance
- ❖ We recommend to adopt the proposed method into next 3D-HEVC WD

Thanks **Sharp** for the cross check (JCT3V-J0078).

