

TE1.a: Implementation report of refinement motion compensation using DMVD on TMuC

JCTVC-C138

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1. Overview

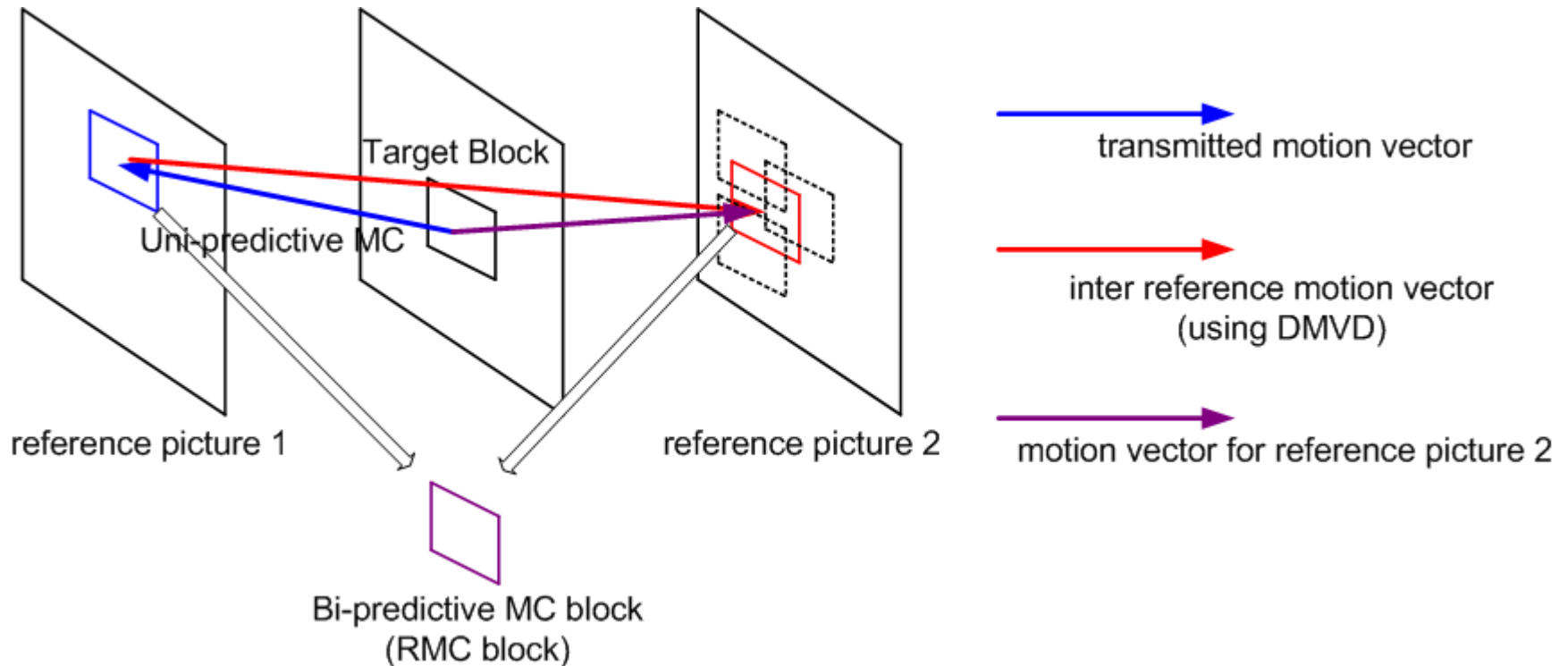
- Proposed technique
 - **RMC** on TE1 activity
(Refinement Motion Compensation using DMVD)
 - Inter prediction
 - **DMVD between reference pictures**
- Implementation
 - Ported into TMuC0.7
 - Decoding / Encoding Procedure
- BD-rate
 - Average **1.8% gain** for **Random Access High**
 - Average 0.0% for Low Delay High

2. Implementation of RMC

Concept of RMC

(Refinement Motion Compensation using DMVD)

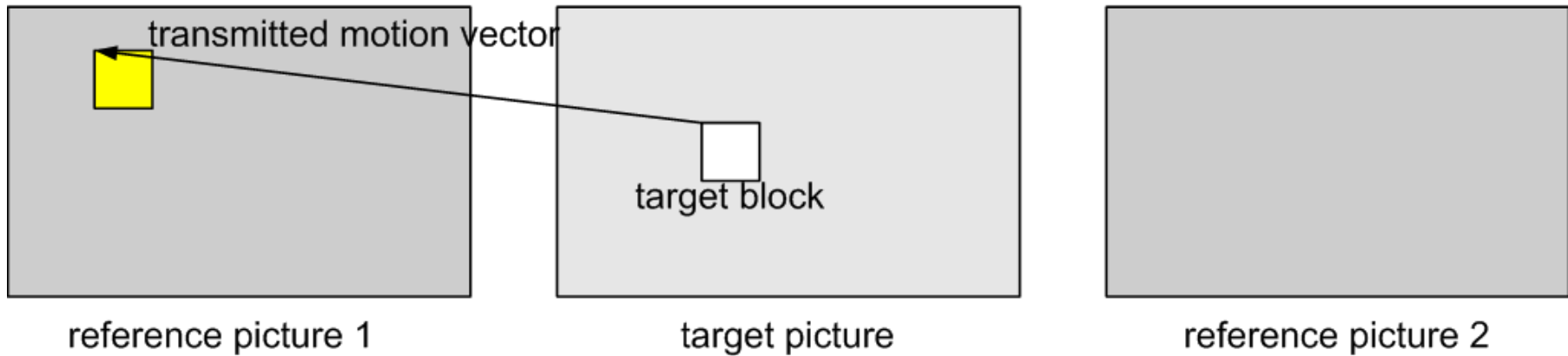
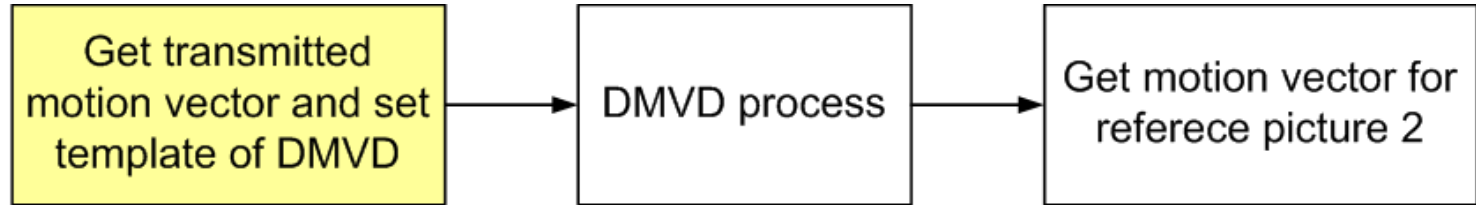
RMC was proposed for Geneva meeting (JCTVC-B032)



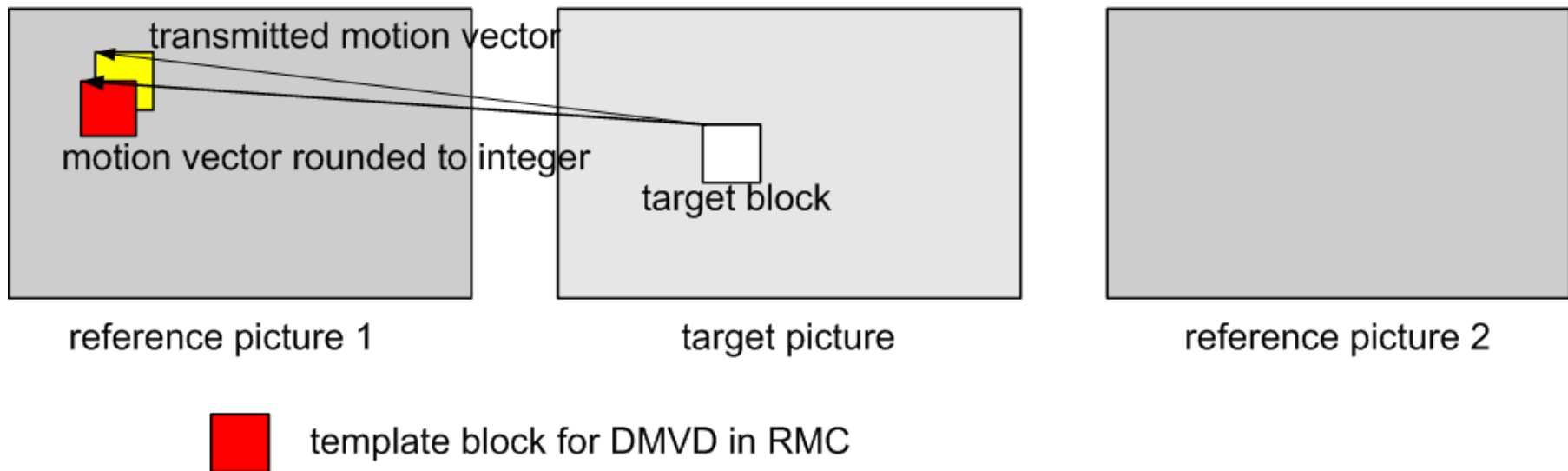
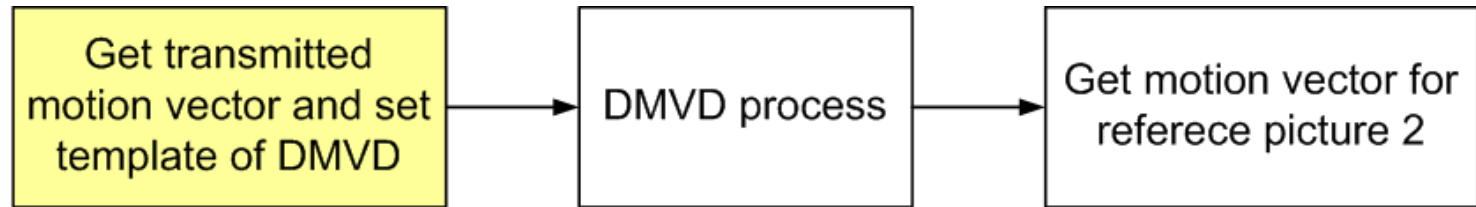
Uni-predictive MC block leads **other reference picture** with DMVD

The basic parts of RMC are implemented into TMuC0.7 and evaluated

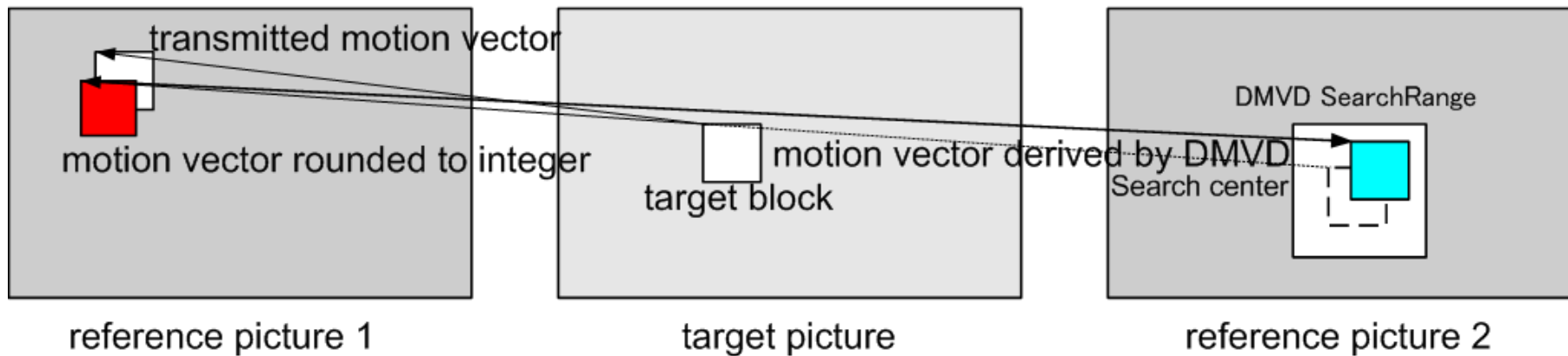
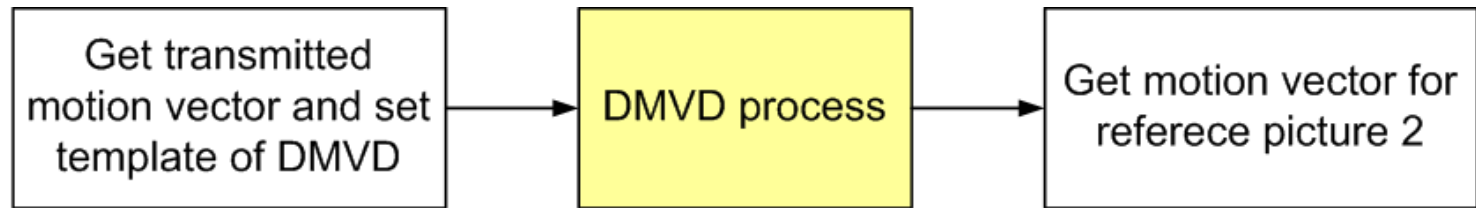
Decoding Procedure





Decoding Procedure

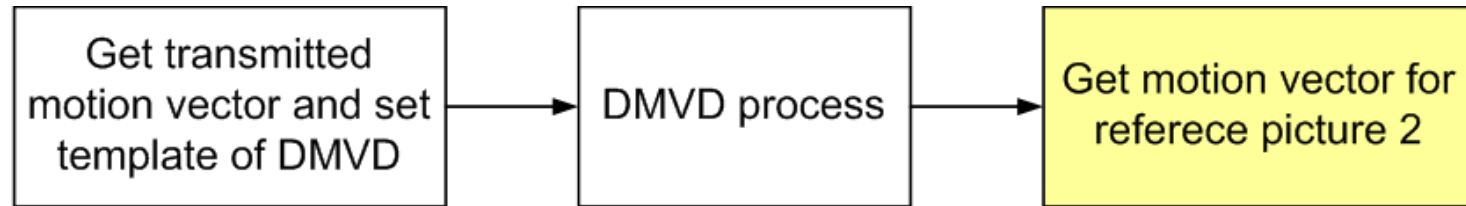


Decoding Procedure

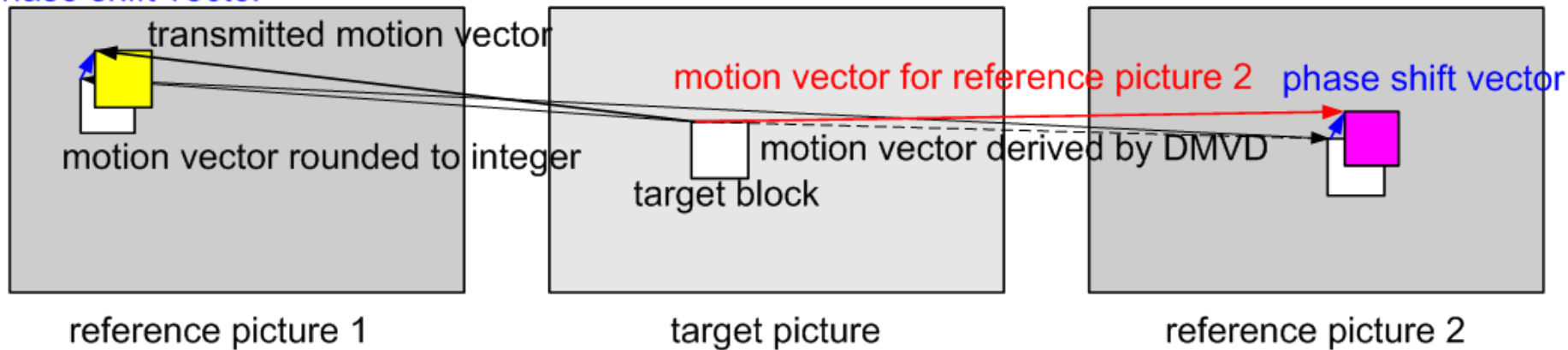


 template block for DMVD in RMC  derived block by DMVD in RMC

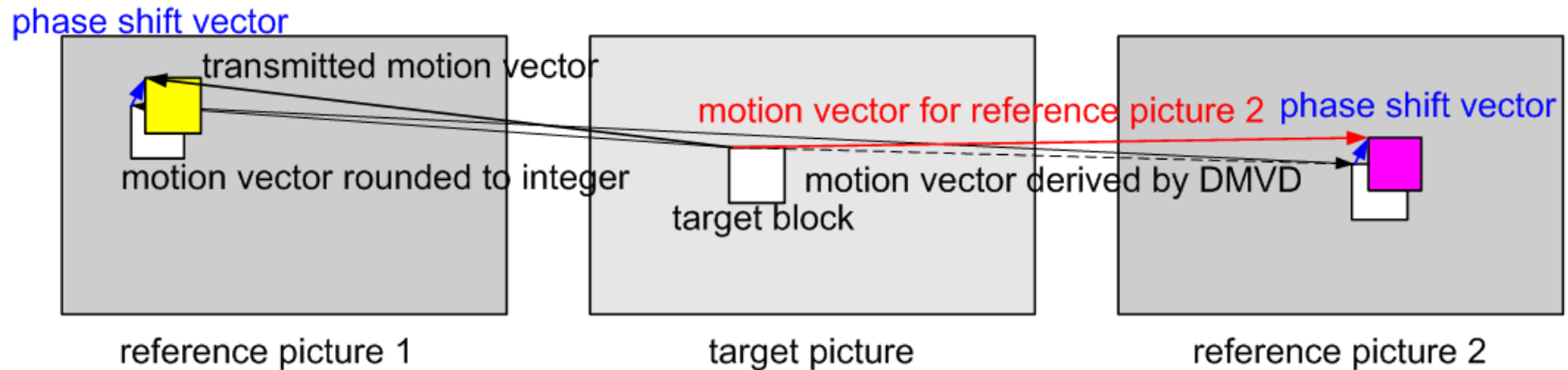
Decoding Procedure



phase shift vector



The relationship of motion vectors in RMC



MC block for reference picture 1

motion vector for reference picture 1 : transmitted vector

(motion vector rounded to integer + phase shift vector)

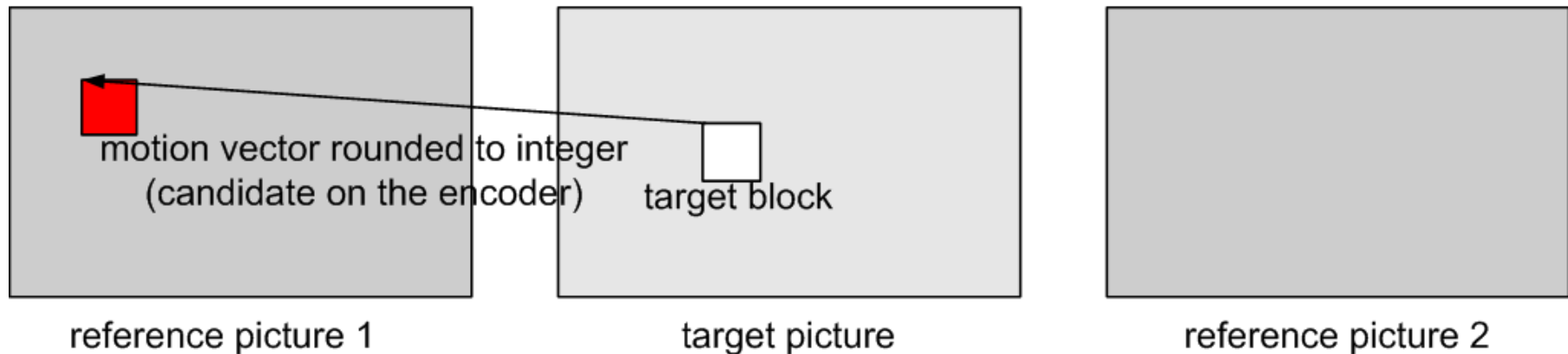
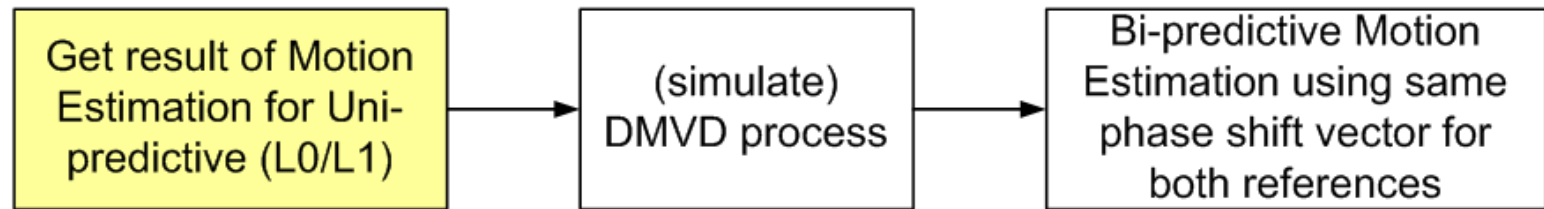


MC block for reference picture 2

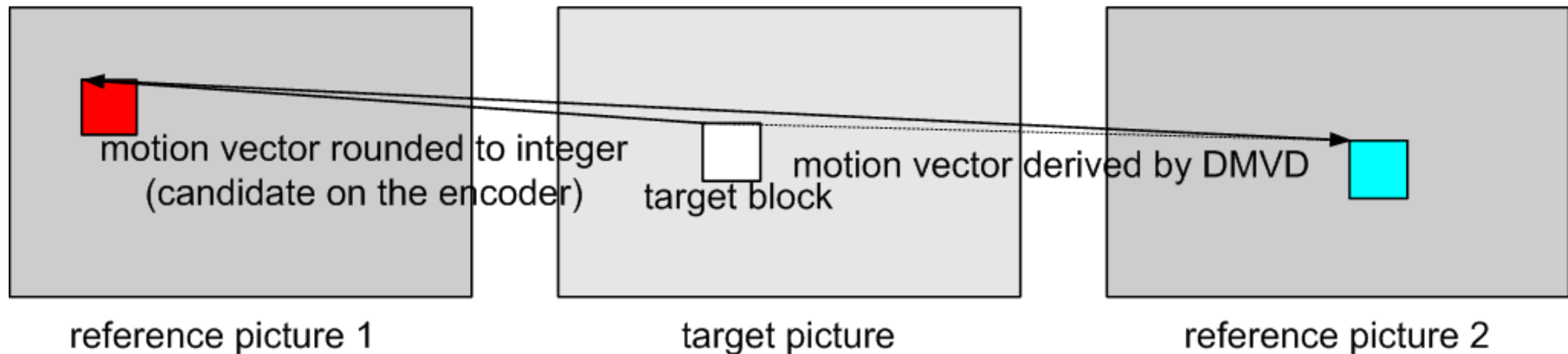
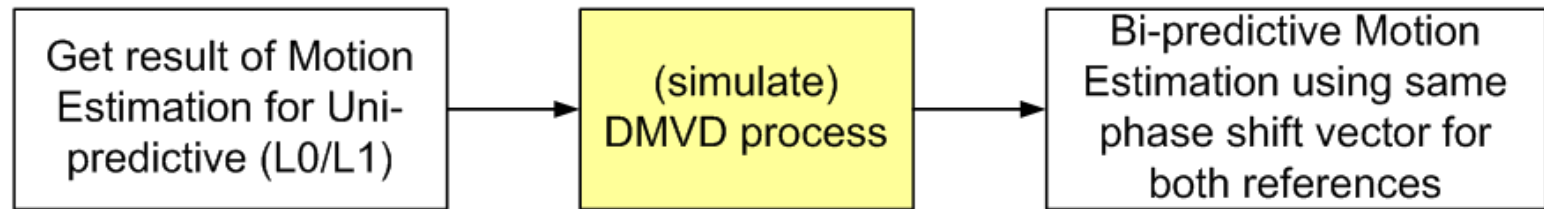
motion vector for reference picture 2 : transmitted vector + motion vector
derived by DMVD

(motion vector rounded to integer + motion vector derived by DMVD + phase shift vector)

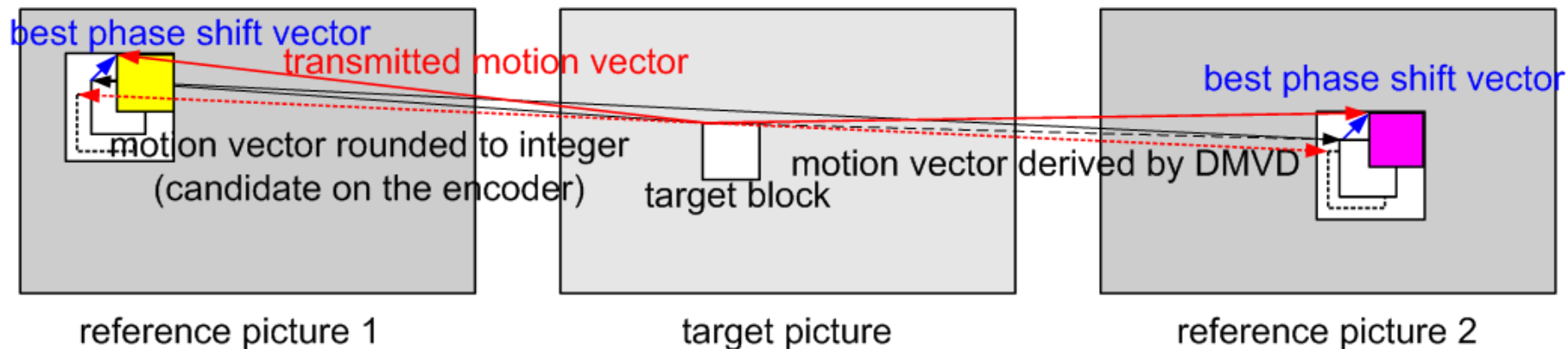
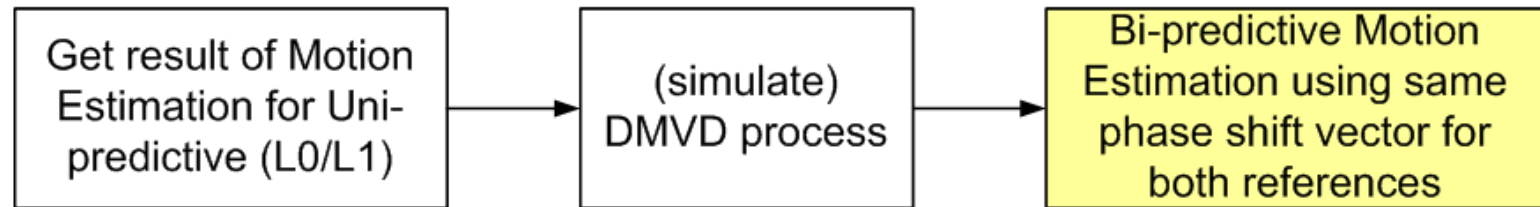
Encoding Procedure



Encoding Procedure



Encoding Procedure



- Encoder estimates best phase shift vector using bi-predictive ME
 - Search Range $-1/2 \leq \text{phase vector} < 1/2$
 - Evaluation Method SATD (Luminance Only)

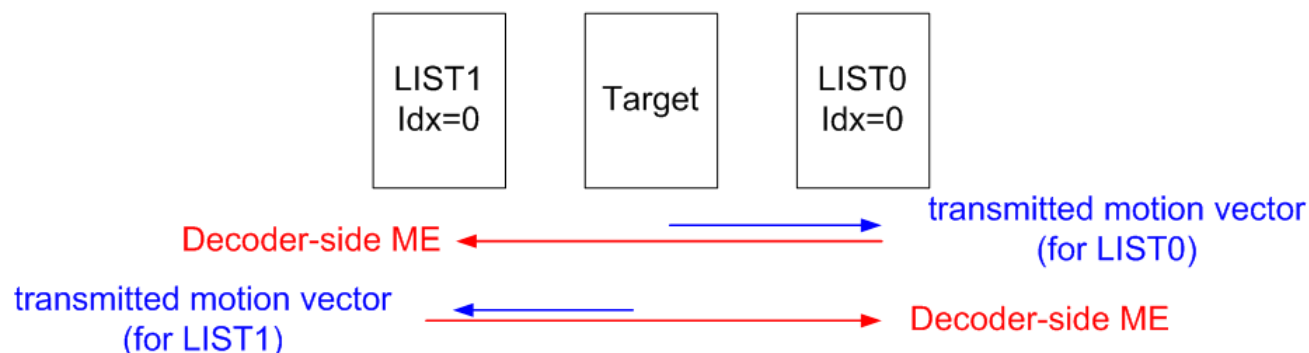
■ Spec of Motion Estimation in DMVD

- | | |
|----------------------------------|-------------------------------------|
| ■ Block Matching Size | MC block size |
| ■ Initial Position | like as temporal direct |
| ■ Search Range for full-pixel ME | ± 3 pixel |
| ■ Search Range for sub-pixel ME | $\pm 1/2$ pixel and $\pm 1/4$ pixel |
| ■ Sub-pixel accuracy | $1/4$ pixel |
| ■ Evaluation Method | SAD (Luminance Only) |

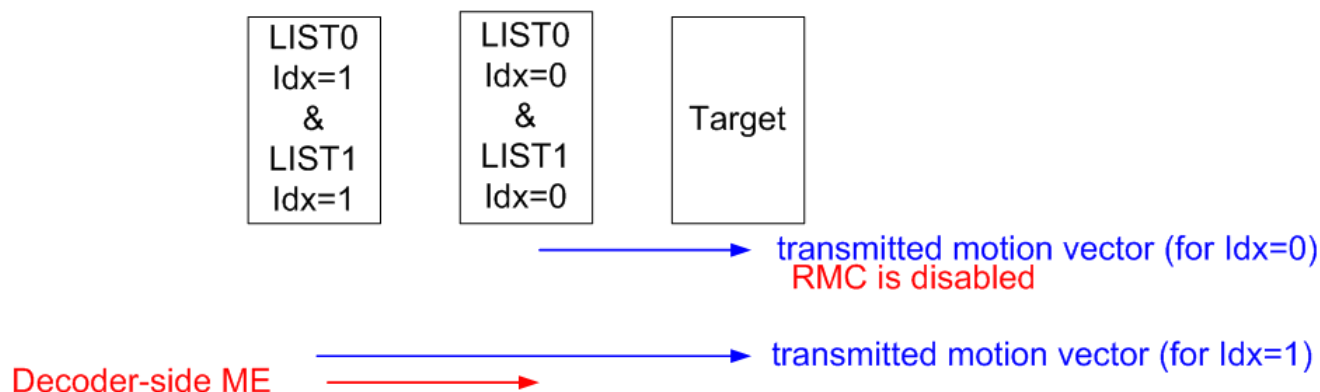
Implicit Settings for reference picture 2

- ref_idx control ref_idx=0 for another list
- In the case of the same reference picture disable RMC mode

Relation of reference pictures in the case of Bi-predictive Interpolation



Relation of reference pictures in the case of Bi-predictive Extrapolation



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3. Simulation Results

- Conditions
 - TE1 anchor condition
 - Random Access High / Low Delay High
 - TE common condition without MRG, MVC tools
- BD-rate
 - Average 1.8% gain for Random Access High
 - Average 0.0% for Low Delay High

	Random access			Low delay		
	Y BD-rate	U BD-rate	V BD-rate	Y BD-rate	U BD-rate	V BD-rate
Class A	-2.6	-3.1	-2.9			
Class B	-1.6	-1.4	-1.6	0.0	0.0	-0.1
Class C	-1.9	-2.0	-2.2	0.0	0.0	0.1
Class D	-1.6	-1.6	-1.7	0.1	0.1	0.1
Class E				0.1	-0.1	0.1
All	-1.8	-1.8	-1.9	0.0	0.0	0.1

Simulation Results

■ BD-rate (results of each test sequences)

Class	Sequence	Random access		
		Y BD-rate	U BD-rate	V BD-rate
A	Traffic	-2.1	-1.8	-1.9
	PeopleOnStreet	-3.1	-4.4	-4.0
B	Kimono	-1.5	-1.0	-1.0
	ParkScene	-1.0	-1.1	-1.2
	Cactus	-2.3	-1.8	-2.0
	BasketballDrive	-2.4	-2.3	-2.3
	BQTerrace	-1.0	-0.9	-1.3
C	BasketballDrill	-2.5	-2.4	-2.3
	BQMall	-2.0	-1.8	-2.1
	PartyScene	-1.3	-1.7	-1.7
	RaceHorses	-2.0	-2.2	-2.6
D	BasketballPass	-2.8	-2.7	-2.7
	BQSquare	0.2	0.0	0.1
	BlowingBubbles	-0.8	-0.9	-1.3
	RaceHorses	-2.8	-2.6	-2.8

Class	Sequence	Low Delay		
		Y BD-rate	U BD-rate	V BD-rate
B	Kimono	0.0	0.2	-0.1
	ParkScene	0.0	-0.1	-0.3
	Cactus	0.0	0.0	0.2
	BasketballDrive	0.0	0.0	0.1
	BQTerrace	-0.1	-0.3	-0.3
C	BasketballDrill	0.0	0.1	0.3
	BQMall	-0.1	0.1	0.0
	PartyScene	0.0	0.1	0.2
D	RaceHorses	0.0	-0.1	0.0
	BasketballPass	0.1	0.0	0.3
	BQSquare	0.1	1.0	0.5
	BlowingBubbles	0.1	-0.2	0.2
E	RaceHorses	0.0	-0.4	-0.4
	Vidyo1	0.2	0.3	0.1
	Vidyo3	0.1	-0.2	-0.7
	Vidyo4	0.1	-0.6	1.0

- Complexity
 - Encoder : result of execution time (one time)
 - Decoder
 - Mean value of three times
 - Execution without output of yuv file

	Random access	Low delay
Enc Time[%]	146%	103%
Dec Time[%]	138%	103%

4.

Conclusion

- Proposed technique
 - **RMC** on TE1 activity
(Refinement Motion Compensation using DMVD)
- BD-Bitrate
 - Average **1.8% gain** for **Random Access High**
 - Average **0.0%** for **Low Delay High**
- Software
 - Ported into TMuC0.7
- Future Work
 - Improve RMC algorithm (especially for Bi-predictive Extrapolation)
 - Integrate skip/direct/merge method including other TE1 techniques

