

**PROPOSAL N°6
FOR MPEG SUBJECTIVE TESTING**

VADIS-COST Algorithm Group 2

Proposal Documentation

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MPEG91/205

VLC-145

1. INTRODUCTION

This document gives a short description of the algorithm developed by VADIS-COST Algorithm Group 2 and submitted to the MPEG subjective tests (proposal n°6)

This algorithm has some common parts with the CD of MPEG1 which are underlined in the following description.

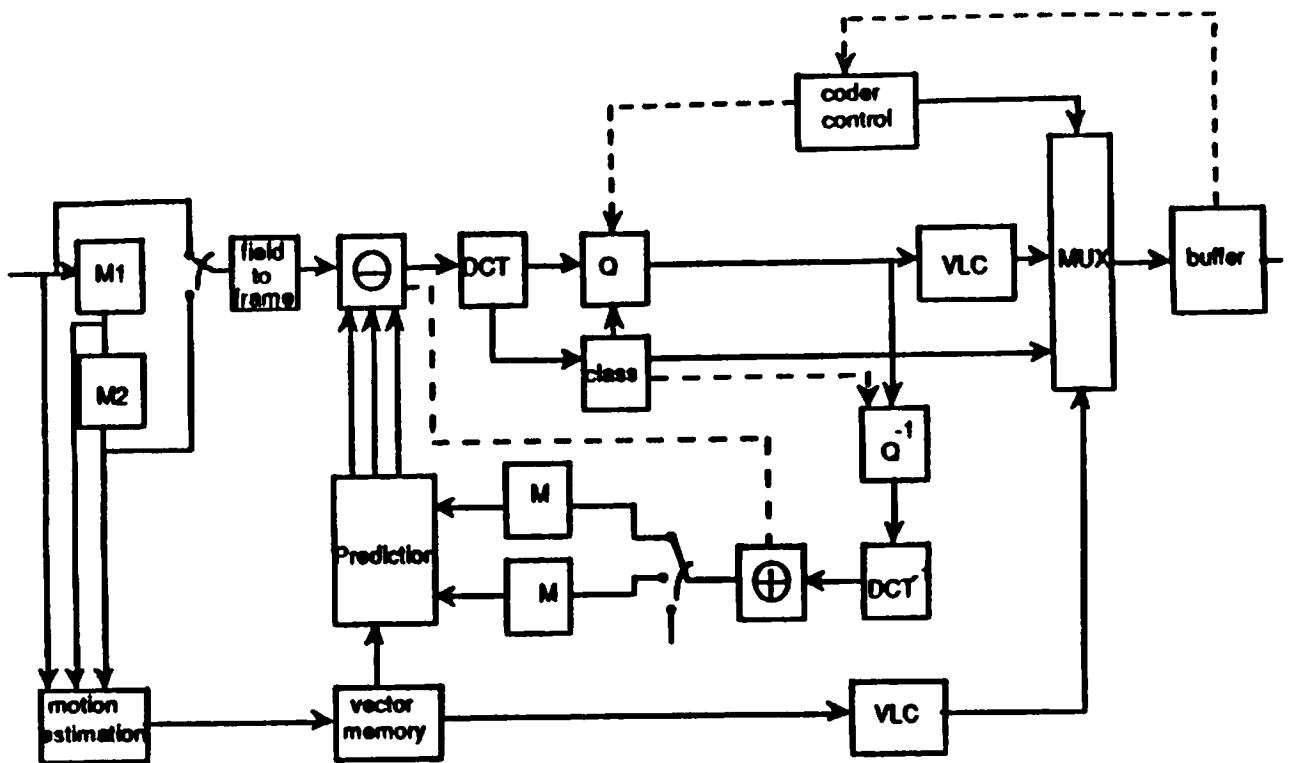
2. GENERAL CODEC OUTLINE

The main features of the codec are:

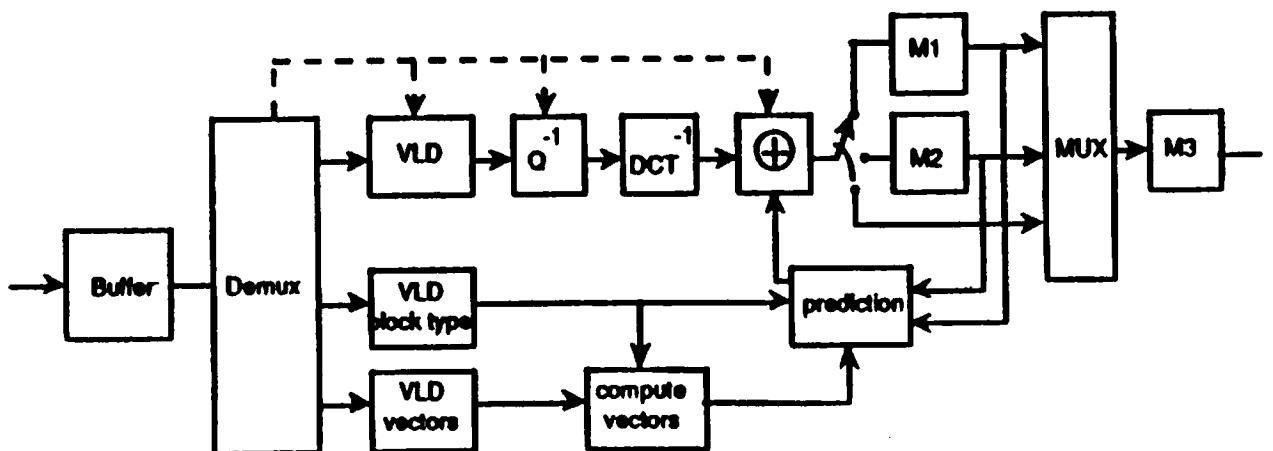
- Input/output in CCIR Rec 601 format
- Full 4:2:2 resolution
- Motion vectors calculated using 16 pixels x 8 lines of luminance samples in a field macroblock
- Motion vector range of ± 7.5 pixels, ± 3.5 lines over 1 picture field
- Motion vector range of ± 15.5 pixels, ± 7.5 lines over 2 picture fields
- Motion vector range of ± 31.5 pixels, ± 15.5 lines over 4 picture fields
- One pair of intrafields every 20 picture fields; pairs of alternate predictive and interpolative picture fields for remainder
- Six basic macroblock modes.
- Mode decision based on absolute differences
- 8x8 DCT blocks of field or frame
- Scanning of DCT coefficients in line with CMTT standard
- Entropy coding

3. VIDEO SOURCE FORMAT AND PRE-PROCESSING

The input and output of the codec is to the 625-line 50 Hz version of the 4:2:2 level of CCIR Rec.601-2. No pre- or post-processing are applied to the 4:2:2 signals.



CODER BLOCK DIAGRAM



DECODER BLOCK DIAGRAM

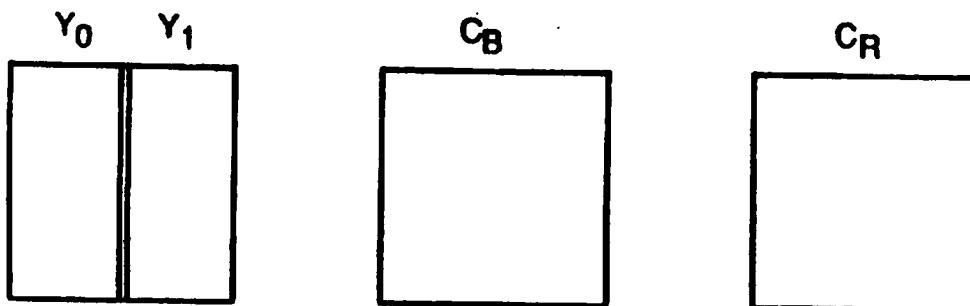
4. LAYERED STRUCTURE OF VIDEO DATA

4.1 Transform Block

A transform block consists of an array of 8 pixels x 8 lines of either the luminance or one of the colour difference signals. The samples may be taken either from one picture field or from one picture frame. The scan sequence is from left to right and then from top to bottom.

4.2 Field Macroblock

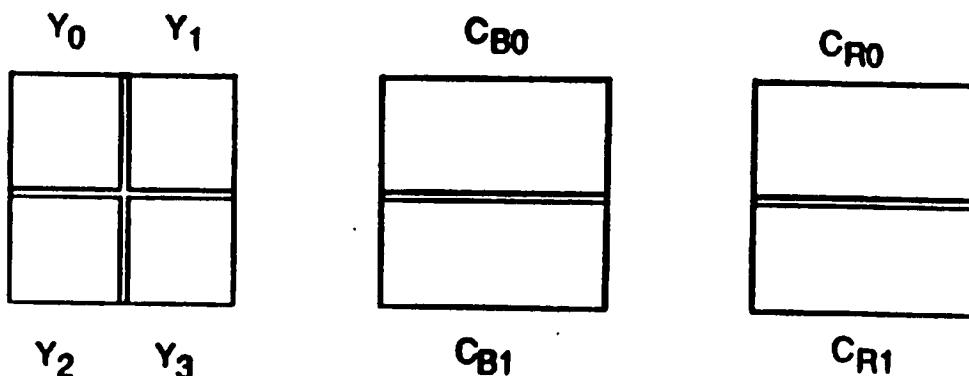
A field macroblock consists of a group of 4 transform blocks from the same picture field. It contains two horizontally adjacent luminance transform blocks (i.e. 16 pixels x 8 lines of luminance samples) and the co-sited single 8x8 C_B and single 8x8 C_R transform blocks. This is illustrated below:



The scan sequence is Y_0 , Y_1 , C_B , C_R .

4.3 Frame Macroblock

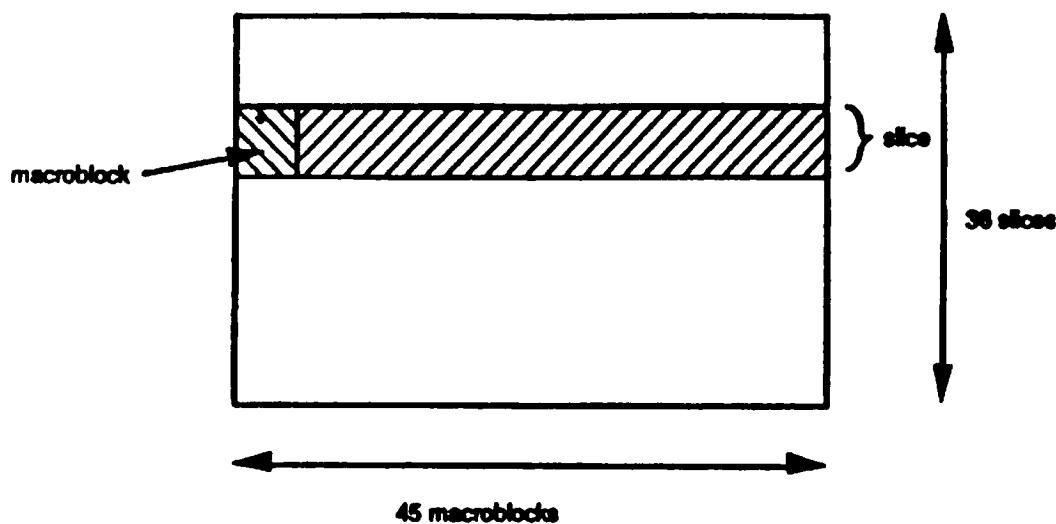
A frame macroblock consists of either two field macroblocks (each from each field of the same frame) as described above (field-based coding), or of a group of 8 transform blocks, each containing data from both fields of the frame (frame-based coding). The transform blocks for the latter are formed by considering the spatial relationship between the two fields, and interleaving lines of the two fields in accordance with the interlace. The transform blocks are illustrated below:



The scan sequence is Y_0 , Y_1 , C_{B0} , C_{R0} , Y_2 , Y_3 , C_{B1} , C_{R1}

4.4 Macroblock Slice

A Macroblock Slice consists of a row of Frame Macroblocks across the complete width of the picture frame. The Slice contains 45 macroblocks.

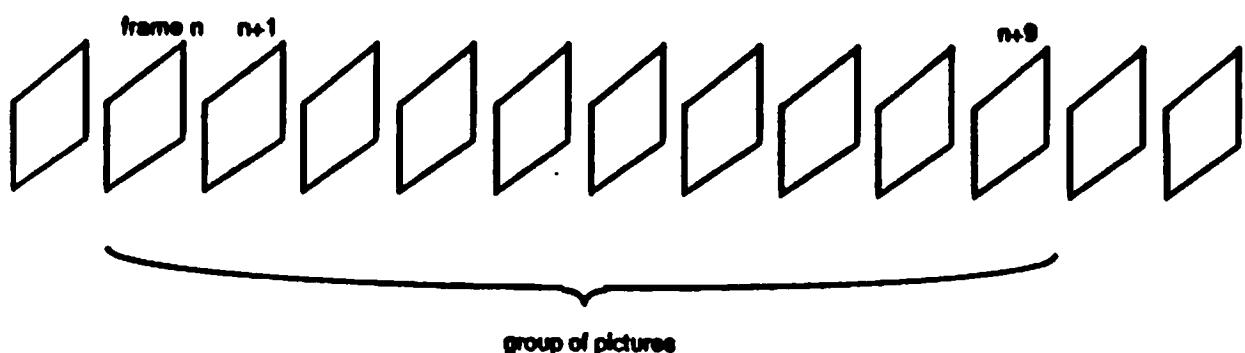


4.5 Picture Frame

A picture frame consists of a pair of interleaved picture fields. It contains 36 Macroblock Slices from top to bottom.

4.6 Group of Pictures

A video sequence is subdivided in group of pictures. The first group of picture has a length of 9 frames and starts with an intra coded frame. Subsequent groups of pictures are 10 frames long with the second frame intra coded.



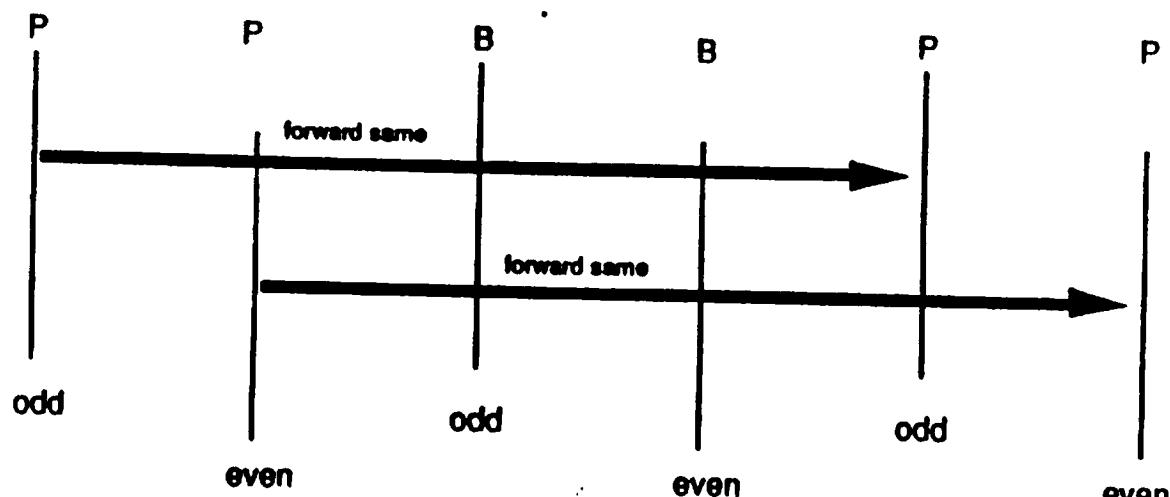
5.

MOTION ESTIMATION AND COMPENSATION

Motion compensated prediction or interpolation techniques are used to exploit temporal redundancy in the video signal. Motion compensation is carried out at the field macroblock level.

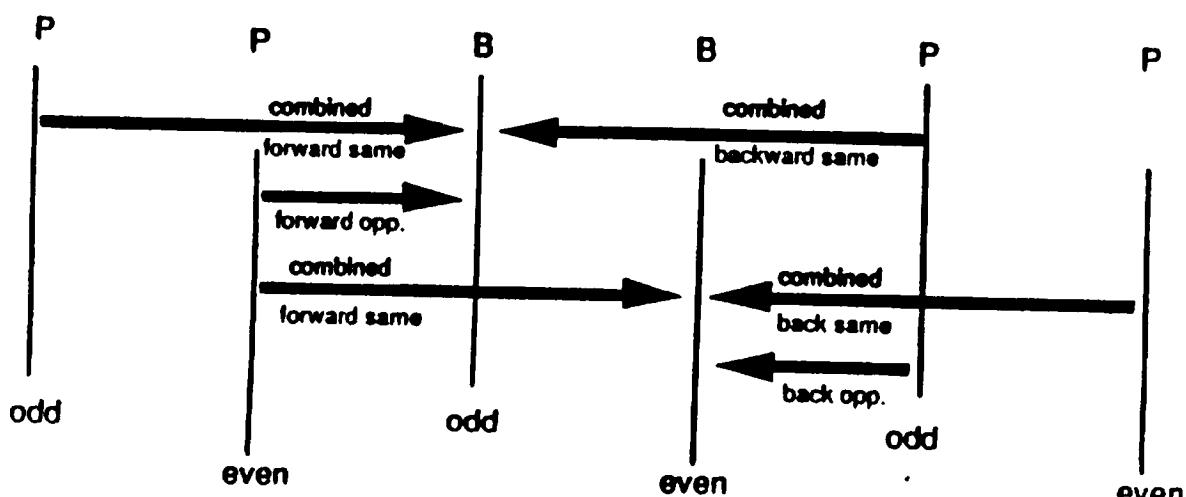
A motion vector is called forward if reference is made to a previous picture field. It is called backward if reference is made to a future picture field.

One forward motion vector is calculated for each field macroblock in a predicted picture field (see Section 6.3). This is calculated with respect to the preceding predicted or intra picture field of the same parity (e.g. the previous predicted odd picture field if the current picture field is odd).



Motion Vectors for Predicted Frames

A total of three motion vectors are calculated for each field macroblock in an interpolated picture field (see Section 6.4). One forward motion vector is calculated with respect to the preceding predicted or intra picture field of the same parity. One backward motion vector is calculated with respect to the following predicted or intra picture field of the same parity. The third motion vector is calculated with respect to the nearest predicted or intra picture field of the opposite parity.



Motion Vectors for Interpolated Frames

5.1 Motion Vector Estimation

Motion estimation is based on the 16 pixels x 8 lines of luminance samples in a field macroblock.

The search area is ± 15.5 pixels by ± 7.5 lines (of the field raster) when the vector is calculated with respect to picture fields displaced in time by 2 field periods (i.e 1 frame periods). The search area is decreased to ± 7.5 pixels by ± 3.5 lines when the vector is calculated with respect to picture fields displaced in time by 1 field period. The search area is increased to ± 31.5 pixels by ± 15.5 lines when the vector is calculated with respect to picture fields displaced in time by 4 field periods (i.e. 2 frame periods).

5.2 Motion-Compensated Prediction

Motion-compensated prediction is carried out on both the luminance and chrominance samples within a field macroblock. The vertical component of the vector used for chrominance has the same value as that used for luminance. The horizontal component is half the value of that used for luminance, rounded down to the nearest half pixel (i.e. n.25 -> n.00 and n.75 -> n.5 for positive and negative n).

There are three forms of motion-compensated prediction: forward, backward and combined.

Forward motion-compensated prediction can be used to predict the value of samples from a preceding picture field.

Backward motion-compensated prediction can be used to predict the value of samples from a following picture field.

Combined motion-compensated prediction can be used to predict the value of samples from a preceding and a following picture field.

6. MODES AND MODE SELECTION

The coding process can adaptively select from a number of different modes of operation for different parts of the picture depending on the nature of the local motion.

There are three stages to the decision making. Firstly, the coder is able to choose from a number of different forms of motion compensated prediction or it can choose to use intra-picture coding. This decision is taken at the field macroblock level. Secondly, it can choose whether to use field- or frame-based transform blocks. This decision is taken at the frame macroblock level. Finally, the coder can decide whether or not there is useful coded information to be sent. This decision is taken after performing the Discrete Cosine Transform and quantisation (see Chapter 7).

Section 6.1 describes the pattern of picture frame types. The different macroblock coding modes which may be used within the picture frames are described in 6.2, 6.3 and 6.4.

6.1 Picture Frame Coding modes

There are three types of picture frame:

- a) Intra frame (I): This uses no information from other picture frames
- b) Predicted frame (P): This uses forward motion-compensated prediction from a previous picture frame
- c) Interpolated frame (B): This uses bidirectional motion-compensated interpolation from previous and following picture frames

A fixed pattern of picture frame types is used as follows:

B I B P B P B P B I B P B ...
|----- GOP n -----||----- GOP n+1 -----|

There is a repeated pattern of 10 picture frames (i.e. 20 picture fields) known as a Group of Pictures (GOP) containing:

- 1 Intra Frame (I)
- 4 Predicted Frames (P)
- 5 Interpolated Frames (B)

6.2 Macroblock mode in an Intra Frame

There is 1 Macroblock mode which may be used.

Prediction Method	Parity of Ref. Field	Motion Comp.	Transform Block frame/field	Coded or Not Coded
1 Intra	-	-	frame/field	Coded

Frame based or field based coding may be used for each macroblock. This information is signalled to the decoder.

6.3 Macroblock modes in a Predicted Frame

In predicted (P) frames, there are basically 2 macroblock coding modes : intra and forward motion compensated.

Prediction Method	Parity of Ref. Field	Motion Comp.	Transform Block frame/field	Coded or Not Coded
1 Intra	-	-	frame/field	Coded
2 Forward	Same	No MC/MC	frame/field	Coded/Not Coded

1) Intra-coded

In the intra-coded mode macroblocks are routed directly to the discrete cosine transform process. They are always coded.

Transform blocks can be either field-based or frame-based (see section 4.3). Frame-based coding is chosen if both field macroblocks within a frame are intra-coded.

2) Forward Prediction

Predictively coded macroblocks are encoded in two stages. First, all three components of the macroblock in field k are predicted using motion-compensated forward prediction (see Section 5.2).

from field k-4. This prediction is known as the reference macroblock. The reference macroblock is then subtracted from the actual macroblock components to form a prediction-error macroblock, which is passed to the discrete cosine transform process.

In forward prediction mode, the macroblocks may be declared as:

- No MC or MC
- field based coded or frame based coded
- coded or not coded (this last decision can be applied to luminance and chrominance separately).

The decision is transmitted at the beginning of the macroblock with the information on macroblock mode.

6.4 Macroblock modes in an Interpolated Frame

In interpolated (B) frames, there are basically 6 macroblock coding modes : Intra, Forward motion compensated, Backward motion compensated, Combined motion compensated, motion compensated from fields of opposite parity (For/Back) and Same As Previous.

Prediction Method	Parity of Ref. Field	Motion Comp.	Transform Block	Coded or Not coded
1 Intra	-	-	frame/field	Coded
2 Combined	Same	MC	frame/field	Coded/Not Coded
3 Forward	Same	MC	frame/field	Coded/Not Coded
4 For/Back	Opposite	MC	field	Coded/Not Coded
5 Backward	Same	MC	frame/field	Coded/Not Coded
6 As previous	As previous	MC	As previous	Not Coded

The decision between intra-coding and the four non-intra macroblock coding modes is made at the field macroblock level, using a comparison between the original macroblock and the prediction-error given by each of the non-intra coding modes.

1) Intra-coded

In the intra-coded mode macroblocks are routed directly to the discrete cosine transform process. They are always coded.

2) Forward Prediction, same parity

The Macroblock is encoded in two stages. First, all three components of the macroblock in field k are predicted using motion-compensated forward prediction (see Section 5.2) from field k-2. This prediction is known as the reference macroblock. The reference macroblock is then subtracted from the actual macroblock components to form a prediction-error macroblock, which is passed to the discrete cosine transform process.

3) Backward Prediction, same parity

The Macroblock is encoded in two stages. First, all three components of the macroblock in field k are predicted using motion-compensated backward prediction (see Section 5.2) from field k+2. This prediction is known as the reference macroblock. The reference macroblock is then subtracted from the actual macroblock components to form a prediction-error macroblock, which is passed to the discrete cosine transform process.

4) Combined Prediction, same parity

The Macroblock is encoded in two stages. First, all three components of the macroblock in field k are predicted using motion-compensated combined prediction (see Section 5.2) from fields k-2 and k+2. This prediction is known as the reference macroblock. The reference macroblock is then subtracted from the actual macroblock components to form a prediction-error macroblock, which is passed to the discrete cosine transform process.

5) Forward or Backward Prediction, opposite parity

The Macroblock is encoded in two stages. First, all three components of the macroblock in field k are predicted using motion-compensated prediction to form a reference macroblock. Forward prediction from the immediately preceding field, k-1, is used for the first field in a picture frame. Backward prediction from the immediately following field, k+1, is used for the second field in a picture frame. The reference macroblock is then subtracted from the actual macroblock components to form a prediction-error macroblock, which is passed to the discrete cosine transform process.

6) Same Type as previous

This macroblock is defined to have the same motion vector and the same type (forward, backward, combined, opposite parity) as the spatially preceding macroblock. It contains no coded information.

Different options may be used in the 6 basic coding modes:

- field based coding or frame based coding (modes 1, 2, 3 and 5)
- coded or not coded (this last decision can be applied to luminance and chrominance separately in modes 2 to 5).

These options are transmitted at the beginning of the macroblock with the information on macroblock mode.

7. TRANSFORMATION AND QUANTISATION

While mode selection and local motion compensation are based on the macroblock structure, the transformation and quantisation is based on blocks of 8x8.

Blocks are transformed with a 2-dimensional DCT as explained in Section 7.1. Each block of 8x8 pixels thus results in 8x8 transform coefficients.

The DCT coefficients are quantised and encoded as described in Sections 7.2 and 7.3.

7.1 Discrete Cosine Transform

For each component (Y, CR or CB), the Discrete Cosine Transform (DCT) is applied to blocks of 8x8 pixels. These video component elements are either absolute sample values or else differential values depending upon the macroblock coding mode.

The transformation is the same as the one used in MPEG1 and H261.

The input to the forward transform and the output from the inverse transform are represented with 9 bits. The DCT coefficients are represented in 12 bits. The dynamic range of the DCT coefficients is (-2048,...,2047).

7.2 Quantisation of Intra-coded Transform Blocks

DC Coefficients

The quantiser step-size for the DC coefficient of the luminance and the chrominance components is always 8. Thus, the quantised DC value, QX(0,0), is calculated as:

$$QX(0,0) = X(0,0) / 8 \quad \text{where } QX(0,0) \text{ is the 11-bit unquantised mean value of a block.}$$

AC Coefficients

AC coefficients $X(k,l)$, where $k,l \neq 0$, are first weighted with individual weighting factors:

$$X'(k,l) = (16 \times X(k,l)) / \min(w(k,l), QP \times 16)$$

where $w(k,l)$ is the (k,l) th element of the intra-coded weighting matrix

and QP is the quantiser rate control parameter.

The intra-coded weighting matrix for luminance is:

16	16	17	22	32	45	64	90
16	22	27	29	38	64	76	90
16	22	32	41	54	76	90	107
19	25	35	49	64	76	90	117
26	38	49	64	76	90	107	128
38	49	54	58	76	107	128	165
54	58	64	64	76	107	128	197
54	69	76	76	90	128	181	304

The intra-coded weighting matrix for chrominance is:

16	16	20	22	27	32	32	41
16	17	19	20	27	32	35	49
19	19	20	22	29	35	38	64
20	22	25	25	32	38	45	64
25	27	27	29	35	41	49	69
32	32	35	35	41	54	64	98
38	41	41	41	54	64	83	128
45	45	45	45	69	76	90	152

$X'(k,l)$ is in the range [-2048,2047].

After weighting of the coefficients, the quantised level $QX(k,l)$ is then given by

$$QX(k,l) = f(X'(k,l), QP, \text{class})$$

where class is a measure of the activity of the block and can take 4 different values and f is a non linear function. Two bits per luminance blocks are transmitted to signal the adapted quantiser step size.

$QX(k,l)$ is clipped at +255 and -255.

The activity class for the chrominance blocks is deduced from the activity class of the co-located luminance blocks.

7.3 Quantisation of Non-Intra Transform Blocks

Predicted and interpolated transform blocks are weighted by a matrix similar to the one of the intra-coded blocks prior to quantisation. For these non-intra coded blocks, the rate control parameter affects DC as well as the AC coefficients.

CODING

In this Chapter the coding of the macroblocks and their attributes are described. Variable length coding is used to exploit statistical redundancies.

The mode of a macroblock is indicated by a macroblock type. Different sets of macroblock types exist for different frame modes. Macroblocks may be coded either on a frame basis, where the data from the two fields of the frame are combined in the transform blocks, or as two field macroblocks, where the fields are coded independently (see Chapter 4). In the latter case, two macroblock types must be indicated for each frame macroblock. The first indicates the mode of field-based coding for the first field macroblock, and a second macroblock type indicates the mode of field-based coding used for the second field macroblock.

In Section 8.2 the coding of the motion vectors is addressed. Differential motion vector coding is used.

The coding of the transform coefficients uses both VLC and run-length techniques, and is described in Sections 8.3 to 8.5.

8.1 Macroblock Type

Each frame has one of the three picture frame coding modes:

1	Intra
2	Predicted
3	Interpolated

For these three modes different sets of codes are used to indicate the Macroblock types. The tables below also indicate the presence or absence of data fields following the Macroblock type. The coding for Macroblock types of field 1 (or frame) consists of a 1-bit FLC followed by a VLC. The length of the VLC varies from 1 to 6 bits.

Field/frame flag (for I, P and B frames)

0	frame-based coding
1	field-based coding

Intra Frames (I frames)

All Macroblocks (field or frame-based) are intra coded.

Predicted Frames (P frames) have the following MB types and coding:

MB type for Field or Frame	MVD	TCOEFF	CODE
MC, frame, coded	X	X	1z
MC, frame, not coded	X		01
No MC, frame, coded		X	0011z
Intra, frame		X	0001
No MC, frame, not coded			0010

where z is a bit signifying that

- luminance and chrominance are coded when z=1
- luminance only is coded when z=0. No further information is transmitted for chrominance.

Interpolated frames (I frames) have the following MB types and coding:

MB Type for Frame MBs	MVD1	MVD2	TCOEFF	CODE
Interp., frame, coded	X	X	X	1z
Interp., frame, not coded	X	X		011
Forw., frame, coded	X		X	010z
Forw., frame, not coded	X			0001
Back., frame, coded		X	X	0010z
Back., frame, not coded	X			0011
Diff. MV=0, same type as previous, frame , not coded				00001
Intra, frame			X	000001
MB Type for Field MBs	MVD1	MVD2	TCOEFF	CODE
Interpolated, coded	X	X	X	1z
Interpolated, not coded	X	X		01
Forward, coded	X		X	00011z
Forward, not coded	X			00010
Backward, same, coded	X	X		00100z
Backward, same, not coded	X			00101
Diff. parity, coded	X	X		00110z
Diff. parity, not coded	X			00111
Diff. MV=0, same type as previous, field , not coded	X			00001
Intra			X	000001

where z is a bit signifying that

- luminance and chrominance are coded when $z=1$
- luminance only is coded when $z=0$. No further information is transmitted for chrominance.

8.2 Motion Vectors

Motion vectors for macroblocks in predicted and interpolated frames are coded differentially within a Slice, obeying the following rules:

- Every forward or backward motion vector is scaled to a time displacement of 2 field periods for interpolated macroblocks and 4 field periods for predicted macroblocks. The scaled motion vector is coded relative to the last vector of the same type (Forward/Backward).
- The prediction motion vector is set to zero in the MBs at the start of a Slice, or if the last MB was coded in the intra mode. (Note that for predicted MBs, a No MC decision corresponds to a reset to zero of the prediction motion vector.)
- For MBs in interpolated picture frames, only vectors that are used for the selected prediction mode are coded.

The motion vectors are coded as twice the differential value using the VLC codes given in pages 36, 37, 39 of MPEG video CD (doc. MPEG 90/176 rev 2). The selection of table is determined by the allowed range of the motion vector.

Range of Vector:	± 7.5	± 15.5	± 31.5
Application:	V1-2	V3-4,H1-2	H3-4
VLC from Table	1	2	3

where "V1-2" indicates a vertical motion vector for a time displacement of 1 or 2 field periods.

8.3 Intraframe Coding (I frames)

Adaptive quantisation

A two bit codeword is transmitted at the beginning of each luminance intra coded block to indicate the class of the block (function of the activity of the block).

Class	Code
0	00
1	01
2	10
3	11

DC Prediction

After the DC coefficient of a block has been quantized to 8 bits, it is coded losslessly by a DPCM technique. Coding of the luminance blocks within a MB follows the block scan sequence given in Section 4.3. The DC value of the 4th luminance block becomes the DC predictor for 1st block of the following MB.

At the left edge of a Slice, the DC predictor is set to 128 (for the first block of the luminance, and for each of the chrominance blocks). Apart from the left edge of a Slice, the DC predictor is simply the previously coded DC value of the same type (Y, C_R, or C_B).

At the decoder the original quantised DC values are exactly recovered by following the inverse procedure. The differential DC values thus generated are categorised according to their "size" as shown in the table below:

Size	Differential DC	Code
0	0	
1	-1,1	0,1
2	-3,-2,2,3	00,01,10,11
3	-7...-4,4...7	000...011,100...111
4	-15...-8,8...15	0000...0111,1000...1111
5	-31...-16,16...31	
6	-63...-32,32...63	
7	-127...-64,64...127	
8	-255...-128,128...255	00000000...01111111,10000000...11111111

For each category sufficient additional bits are appended to the Size code to identify uniquely which difference value in that Size category actually occurred. The additional bits thus define the signed amplitude of the difference data. The number of additional bits (sign included) is equal to the Size value. The Size category is coded using the following VLC table:

Size	Luminance		Chrominance	
	Length	Code	Length	Code
0	3	100	2	00
1	2	00	2	01
2	2	01	2	10
3	3	101	3	110
4	3	110	4	1110
5	4	1110	5	11110
6	5	11110	6	111110
7	6	111110	7	1111110
8	7	1111110	8	11111110

AC Coefficients

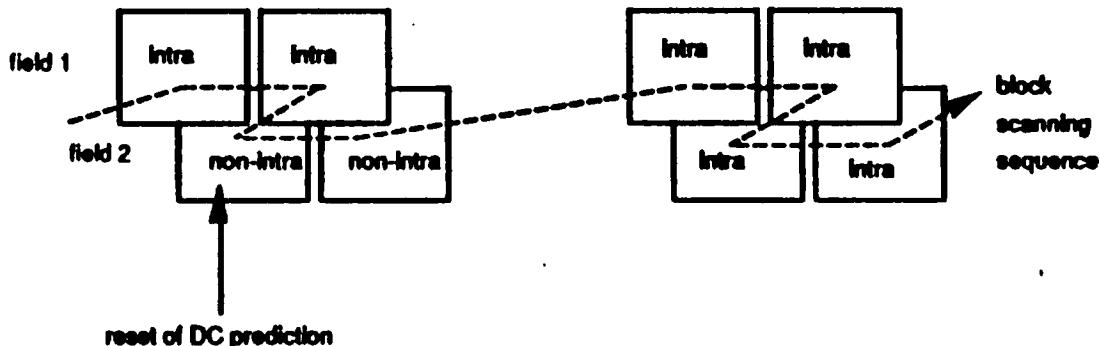
AC coefficients are coded as described in Section 8.5.

8.4 Non-Intraframe Coding (P and B frames)

Intra blocks

Intra blocks in non-intra frames are coded as in intra frames.

The DC predictor for luminance and chrominance are set to 128, unless the previous block was also intra, in which case, the predictors are obtained from the previous block. When in the scan sequence a non-intra block is present, the DC predictor is reset to 128.



AC coefficients are coded as described in Section 8.5.

Non-intra blocks

The presence or absence of transform coefficient data is determined by the MB type. The quantised transform coefficients are scanned and coded as described in Section 8.5.

8.5 Coding of Transform Coefficients

The most commonly occurring combinations of runs of a number of successive zero-valued coefficients (RUN) and the following non-zero coefficient value (LEVEL) are encoded with variable length codes such as the ones used in MPEG1 CD. The scan path of the quantised coefficients is given below:

0	2	6	12	20	28	36	44	0	2	3	9	10	20	21	35
1	5	11	19	27	35	43	51	1	4	8	11	19	22	34	36
3	7	13	21	29	37	45	52	5	7	12	18	23	33	37	48
4	10	18	26	34	42	50	57	6	13	17	24	32	38	47	49
8	14	22	30	38	46	53	58	14	16	25	31	39	46	50	57
9	17	25	33	41	49	56	61	15	26	30	40	45	51	56	58
15	23	31	39	47	54	59	62	27	29	41	44	52	55	59	62
16	24	32	40	48	55	60	63	28	42	43	53	54	60	61	63

Scan Path for Luminance

Scan Path for Chrominance

The table of variable length codes for the common (RUN,LEVEL) combinations is given in Annex B. The End of Block is signalled by the EOB code. The last bit of the VLC shown as 's' denotes the sign of the level, '0' for positive, '1' for negative.

Other combinations of (RUN,LEVEL) are encoded with a 20 or 28 bit word consisting of 6 bits ESCAPE, 6 bits RUN and 8 or 16 bits LEVEL.

Codes following ESCAPE:

RUN	CODE	LEVEL	CODE
0	0000 00	-256	FORBIDDEN
1	0000 01	-255	1000 0000 0000 0001
2	0000 10	.	
.	.	.	.
63	1111 11	-129	1000 0000 0111 1111
		-128	1000 0000 1000 0000
		-127	1000 0001
		.	.
		-2	1111 1110
		-1	1111 1111
		0	FORBIDDEN
		1	0000 0001
		2	0000 0010
		.	.
		127	0111 1111
		128	0000 0000 1000 0000
		129	0000 0000 1000 0001
		.	.
		255	0000 0000 1111 1111

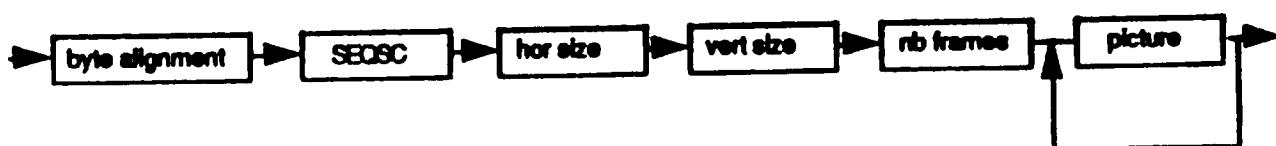
9. VIDEO MULTIPLEX LAYER

A video multiplex layer is defined in ATM2 and described below.

Unless specified otherwise the most significant bit occurs first. This is Bit 1 and is the left most bit in the code tables hereafter.

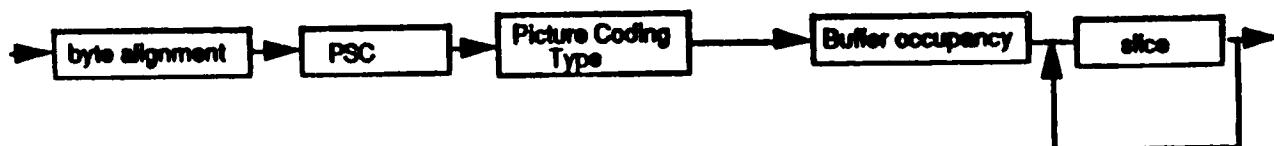
Each layer is described by a syntax diagram showing the order of codewords and the options in the bitstream.

9.1 Sequence layer



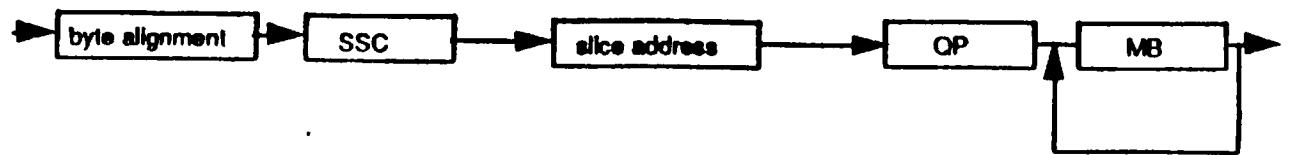
Sequence Start Code (SEQSC):	32	0000 0000 0000 0000 0000 0001 1111 1111
Horizontal Size : (number of macroblocks)	8	0000.0000 0 block
Vertical Size : (number of macroblocks)	8	1111 1111 255 blocks
Number of frames:	8	0000.0000 0 block
		1111 1111 255 frames

9.2 Picture layer



Picture Start Code (PSC):	32	0000 0000 0000 0000 0000 0001 0000 0000
Picture Coding Type :	2	00 I frame
		01 P frame
		10 B frame
Buffer Occupancy (BO): (by step of 1 kbyte)	8	0000.0000 0 ≤ BO < 1 kbyte
		1111 1111 255 ≤ BO < 256 kbytes

9.3 Slice layer

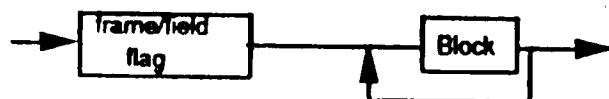


Slice Start Code (SSC): 24 0000 0000 0000 0000 0000 0001
 Slice Address: 8 0000.0001 slice number 1

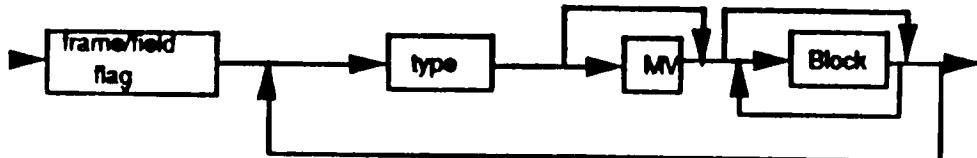
QP: 5 1111 1110 slice number 254
 QP=1 00001
 11111 QP=31

9.4 Macroblock layer

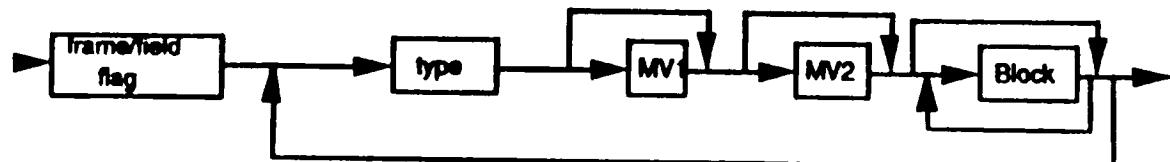
9.4.1 I-frame macroblock



9.4.2 P-frame macroblocks

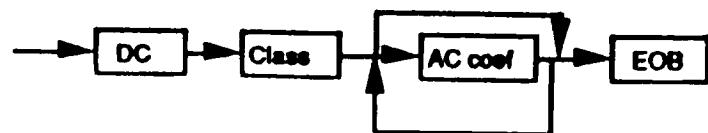


9.4.3 B-frame macroblocks

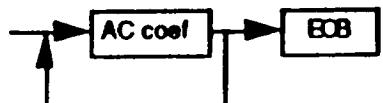


9.5 Block Layer

9.5.1 Intra coded blocks



9.5.2 Inter coded blocks



10. OTHER FEATURES

10.1 Compatibility with MPEG1

The algorithm described above has a number of functions in common with MPEG1 video CD : DCT, forward and backward motion estimation, forward, backward and interpolative prediction , VLC. These common features enable forward compatibility with a low implementation cost.

Full compatibility (Forward and Backward) can be assured by simulcast : in the same channel, bitstreams for MPEG1 and MPEG2 are transmitted together with no common information. A MPEG1 (or MPEG2) decoder will use the appropriate information to reconstruct video sequences.

This functionnality will be demonstrated with the following conditions :

- MPEG1 bitstream at 1.15 Mbit/s
- MPEG2 bitstream at 2.85 Mbit/s or 7.85 Mbit/s
- total bitrate 4.00 Mbit/s or 9.00 Mbit/s

10.2 Short delay

By forbidding backward prediction for B frames, ordering the bitstream in the classical viewing order, limiting the buffer size to 3 coded images, a short delay of around 200 ms can be obtained (including 1 frame delay on the coder side, 1 frame delay on the decoder side and 3 frames delay for buffering). This short delay mode can be made optional in the coder.

Picture quality at 4 and 9 Mbit/s in the short delay mode will be demonstrated.

10.3 Others

Fast Forward and Fast Reverse are obtained by picking each intra-coded picture in each group of picture (1 picture out of 10). This features will be included in the demonstration tape.

With the group of frames structure of the bitstream, random access to any picture is very easy. The maximum delay is the time required for decoding 5 pictures (1 I frame and 4 P frames).

ANNEX A: VLC Tables for Motion Vectors

Table 1: see MPEG Video CD, Annex B (MPEG 90/176 rev 2, 18 December 90) Table B4a, page 36.

Table 2: see MPEG Video CD, Annex B (MPEG 90/176 rev 2, 18 December 90) Table B4b, page 37.

Table 3: see MPEG Video CD, Annex B (MPEG 90/176 rev 2, 18 December 90) Table B4d, page 39.

ANNEX B: VLC Table for Transform Coefficients

RUN	LEVEL	VLC	RUN	LEVEL	VLC
BOB					
0	1	10	3	1	0011 1s
0	2	11s	3	2	0010 0100 s
0	3	0100 s	3	3	0000 0001 1100 s
0	4	0010 1s	3	4	0000 0000 1001 1s
0	5	0000 110s	4	1	0011 0s
0	6	0010 0001 s	4	2	0000 0011 11s
0	7	0000 0010 10s	4	3	0000 0001 0010 s
0	8	0000 0001 1101 s	5	1	0001 11s
0	9	0000 0001 1000 s	5	2	0000 0010 01s
0	10	0000 0001 0011 s	5	3	0000 0000 1001 0s
0	11	0000 0001 0000 s	6	1	0001 01s
0	12	0000 0000 1101 0s	6	2	0000 0001 1110 s
0	13	0000 0000 1100 1s	6	3	0000 0000 0001 0100s
0	14	0000 0000 1100 0s	7	1	0001 00s
0	15	0000 0000 1011 1s	7	2	0000 0001 0101 s
0	16	0000 0000 0111 11s	8	1	0000 111s
0	17	0000 0000 0111 10s	8	2	0000 0001 0001 s
0	18	0000 0000 0111 01s	9	1	0000 101s
0	19	0000 0000 0111 00s	9	2	0000 0000 1000 1s
0	20	0000 0000 0110 11s	10	1	0010 0111 s
0	21	0000 0000 0110 10s	10	2	0000 0000 1000 0s
0	22	0000 0000 0110 01s	11	1	0010 0011 s
0	23	0000 0000 0110 00s	11	2	0000 0000 0001 1010s
0	24	0000 0000 0101 11s	12	1	0010 0010 s
0	25	0000 0000 0101 10s	12	2	0000 0000 0001 1001s
0	26	0000 0000 0101 01s	13	1	0010 0000 s
0	27	0000 0000 0101 00s	13	2	0000 0000 0001 1000s
0	28	0000 0000 0100 11s	14	1	0000 0011 10s
0	29	0000 0000 0100 10s	14	2	0000 0000 0001 0111s
0	30	0000 0000 0100 01s	15	1	0000 0011 01s
0	31	0000 0000 0100 00s	15	2	0000 0000 0001 0110s
0	32	0000 0000 0011 000s	16	1	0000 0010 00s
0	33	0000 0000 0010 111s	16	2	0000 0000 0001 0101s
0	34	0000 0000 0010 110s	17	1	0000 0001 1111 s
0	35	0000 0000 0010 101s	18	1	0000 0001 1010 s
0	36	0000 0000 0010 100s	19	1	0000 0001 1001 s
0	37	0000 0000 0010 011s	20	1	0000 0001 0111 s
0	38	0000 0000 0010 010s	21	1	0000 0001 0110 s
0	39	0000 0000 0010 001s	22	1	0000 0000 1111 s
0	40	0000 0000 0010 000s	23	1	0000 0000 1111 0s
1	1	011s	24	1	0000 0000 1110 s
1	2	0001 10s	25	1	0000 0000 0001 1110s
1	3	0010 0101 s	26	1	0000 0010 00s
1	4	0000 0011 00s	26	2	0000 0000 0001 0101s
1	5	0000 0001 1011 s	27	1	0000 0001 1111 s
1	6	0000 0000 1011 0s	28	1	0000 0000 1010 s
1	7	0000 0000 1010 1s	29	1	0000 0000 1001 s
1	8	0000 0000 0011 111s	30	1	0000 0000 1000 s
1	9	0000 0000 0011 110s	31	1	0000 0000 0001 1101s
1	10	0000 0000 0011 101s			
1	11	0000 0000 0011 100s			
1	12	0000 0000 0011 011s			
1	13	0000 0000 0011 010s			
1	14	0000 0000 0011 001s			
1	15	0000 0000 0001 0011s			
1	16	0000 0000 0001 0010s			
1	17	0000 0000 0001 0001s			
1	18	0000 0000 0001 0000s			
2	1	0101 s	30	1	0000 0000 0001 1100s
2	2	0000 100s	31	1	0000 0000 0001 1011s
2	3	0000 0010 11s			
2	4	0000 0001 0100 s			
2	5	0000 0000 1010 0s			
			ESCAPE	0000 01	

File sizes of bitstreams

FG4JAP.BIT;1	4938
FG9JAP.BIT;1	11111
MOB4JAP.BIT;1	4923
MOB9JAP.BIT;1	11069
TT4JAP.BIT;1	4924
TT9JAP.BIT;1	11052
POP9JAP.BIT;1	11052

Total of 7 files: 59089 blocks

comment: one block = 512 bytes

Flower Garden, 4 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	1526487	1526487	152648	152648	152648
20	31082759	1581792	155413	158179	158179
30	4721155	1612876	157371	161287	161287
40	6304145	1582990	157603	158299	158299
50	7913656	1609511	158273	160951	160951
60	9501324	1587668	158355	158766	158766
70	11094110	1592786	158487	159278	159278
80	12710896	1616786	158886	161678	158886
90	14312179	1601283	159024	160128	160128
100	15900929	1588750	159009	158875	158875
110	1750076	1599147	159091	159914	159914
120	19100810	1600734	159173	160073	160073

Flower Garden, 9 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	3525650	3525650	352565	352565	352565
20	7042763	3517113	352138	351711	352138
30	10674753	3631990	355825	363199	355825
40	14251535	3576782	356288	357678	356288
50	17913750	3662215	358275	366221	358275
60	21455990	3542240	357599	354224	357599
70	25000913	3544023	357143	354402	357143
80	28671806	3671193	358397	367119	358397
90	32306340	3634534	358959	363453	358959
100	35881875	3578535	358848	357853	358848
110	39539837	3654962	359453	365496	359453
120	43036086	3496249	358634	349624	358634

Mobile & Calendar, 4 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	1480128	1480128	148012	148012	148012
20	3091231	1611103	154561	161110	154561
30	4693890	1602659	156463	160265	156463
40	6286319	1612563	157157	159212	157157
50	7898882	1574689	157977	161256	157977
60	9473571	1615042	158008	161504	158008
70	11088613	1600687	158616	160068	158616
80	12889300	1599228	158761	159922	158761
90	14288528	1615165	159036	161516	159036
100	15903693	1579603	158939	159760	158939
110	17483296	1605527	159073	160552	159073
120	19088823				

Mobile & Calendar, 9 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	3426295	3426295	3426295	3426295	3426295
20	7001250	3574955	350062	357495	350062
30	10603417	3602167	353447	360216	353447
40	14254492	3651075	356362	365107	356362
50	17842734	3588242	356854	358824	356854
60	21297529	3454795	356958	345479	356958
70	24919292	3621763	355989	362176	355989
80	28514346	3595054	356429	359505	356429
90	32076588	3562242	356406	356224	356406
100	35718265	3641677	357182	364167	357182
110	393465525	3628260	357695	362826	357695
120	43039524	3692999	358662	369299	358662

Tennis, 9 Mbit/s

People, 9 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	3404732	3404732	3404732	3404732	3404732
20	7001874	3597142	350093	359714	350093
30	10605448	3603574	353514	360357	353514
40	14217982	3612534	355449	361253	355449
50	17942114	3724132	358842	372413	358842
60	21519529	3577415	358658	357741	358658
70	25104949	3585420	358642	358542	358642
80	28722380	3617431	359029	361743	359029
90	32316287	3593907	359069	359390	359069
100	3599539	3676232	359925	367623	359925
110	39535976	354337	359417	354337	359417
120	43158092	3622116	359650	362211	359650

Mobile & Calendar, 9 Mbit/s

fr.	total	400 ms	cumulative bits	average/fr. total	400 ms
10	3393759	3393759	3393759	3393759	339375
20	7011644	3617885	350582	361788	350582
30	1059899	3583255	353163	358325	353163
40	14138432	3543533	353460	354353	353460
50	17818342	3679910	356366	367991	356366
60	21394753	3576411	356579	357641	356579
70	25024490	3627737	357464	362773	357464
80	28623588	3601098	357794	360109	357794
90	32194004	3570416	357711	357041	357711
100	35621310	3627306	358213	362730	358213
110	39406299	3564989	358339	358498	358339
120	42992554	3586255	358271	358625	358271