

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION  
ORGANISATION INTERNATIONALE NORMALISATION  
ISO/IEC JTC1/SC29/WG11  
CODING OF MOVING PICTURES AND ASSOCIATED AUDIO

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Source : ETRI  
Title : Simulation Results on DTV/HDTV Compatibility  
Purpose : Information

## INTRODUCTION

This document describes the simulation results to inform that compatibility extensions provided by the MPEG-2 syntax can support a compatible coding of TV and HDTV. Digital coding of TV and HDTV signals is one of the key issues of future all-digital satellite transmission system. The higher layer is HDTV resolution ( Y: 1920 x 1024, U/V: 960x512) while the lower layer is digital TV (DTV)( Y: 960x512, U/V: 480x256) .

## COMPATIBILITY

Compatible coding can be achieved through use of layered coding schemes. Figure 1 shows an encoder for HDTV with embedded DTV. The DTV codec processes images that have been down-sampled (H: 1/2, V: 1/2) from HDTV images. The residual encoder processes the residual signal of HDTV images obtained as differences of the original HDTV images and the locally decoded and up-sampled DTV images. The corresponding decoder is shown in figure 2.

*coded  
independently*

## DOWN AND UP CONVERSION

Conversion between HDTV and DTV requires horizontal and vertical sample rate changing. For horizontal and vertical sample rate conversion, a horizontal filter and a vertical filter such as those described in [1] is used in this experiment.

## SIMULATION

The DTV sequences were down-converted from HDTV sequences. These DTV pictures were then coded at 15 Mb/s using Test Model 2[2] with adaptive field/frame prediction. The resulting coded pictures were up-sampled back to HDTV resolution and used as a prediction for the corresponding original HDTV pictures. The residual signal of HDTV sequences is encoded at 20 Mb/s using Test Model 2 with adaptive field/frame prediction (total bitrate: 35 Mb/s for HDTV). These two-layered coded HDTV pictures were also compared with single-layered coded (coded incompatibly) HDTV pictures. The PSNRs for each case are shown in Figures 3 ~ 6.

## CONCLUSION

Simulation results of compatible coding of DTV and HDTV are presented for the purpose of information. It has been shown that the Test Model 2 can be utilized as building blocks for a compatible coding of DTV and HDTV.

## REFERENCES

- [1] CMTT/TG2-SRG1, "Production of a original decimated TV picture".
- [2] ISO-IEC/JTC1/SC29/WG11 MPEG 92/245, MPEG Test Model 2

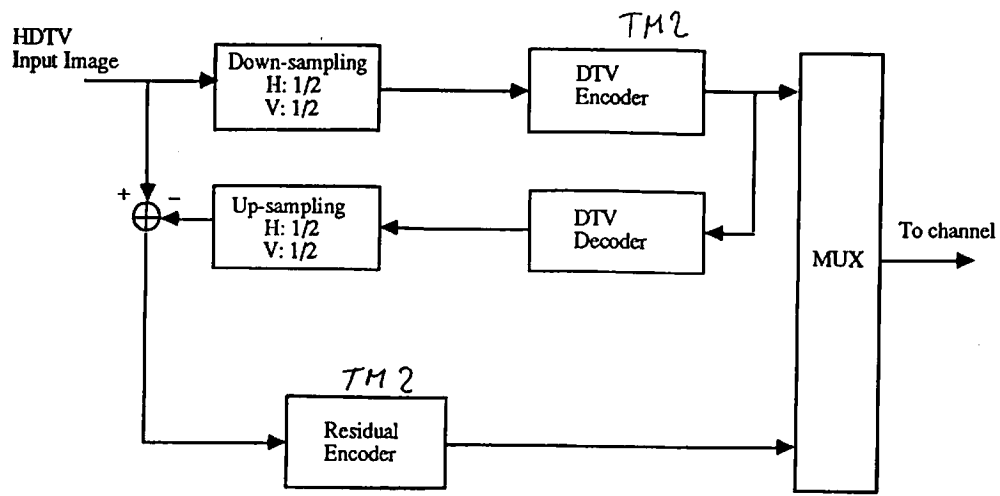


Figure 1. DTV/HDTV compatible encoder

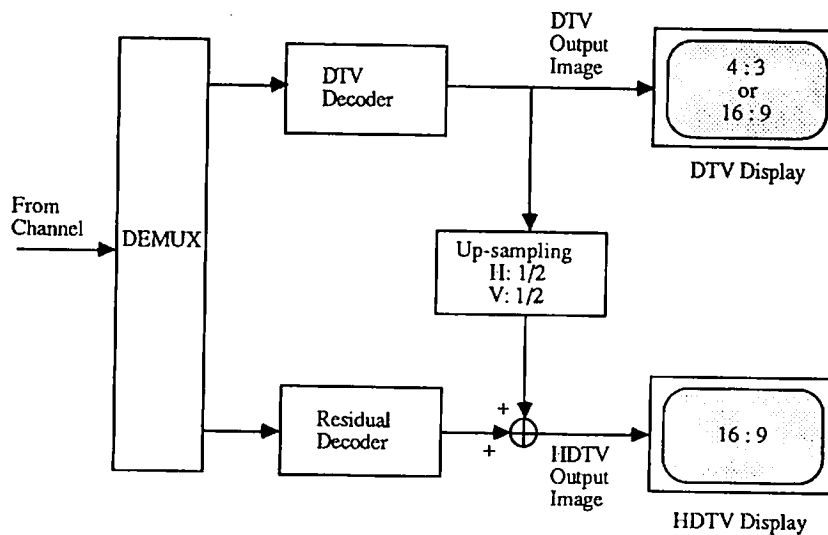


Figure 2. DTV/HDTV compatible decoder

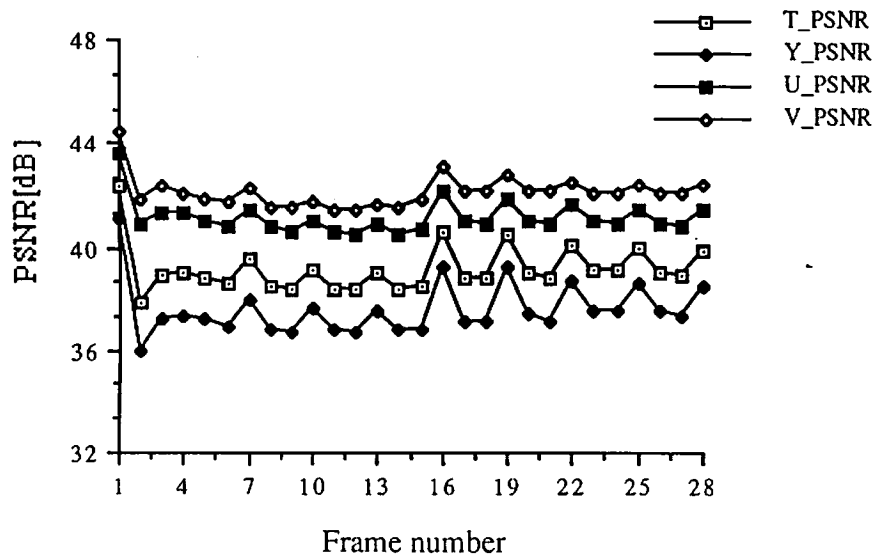


Figure 3. Simulation results

DTV size of Fashion show image, Bitrate= 15Mbps, M=3, 4:2:2 format

T\_PSNR : Total PSNR of Y, U, V components

Y\_PSNR : PSNR of Y component

U\_PSNR : PSNR of U component

V\_PSNR : PSNR of V component

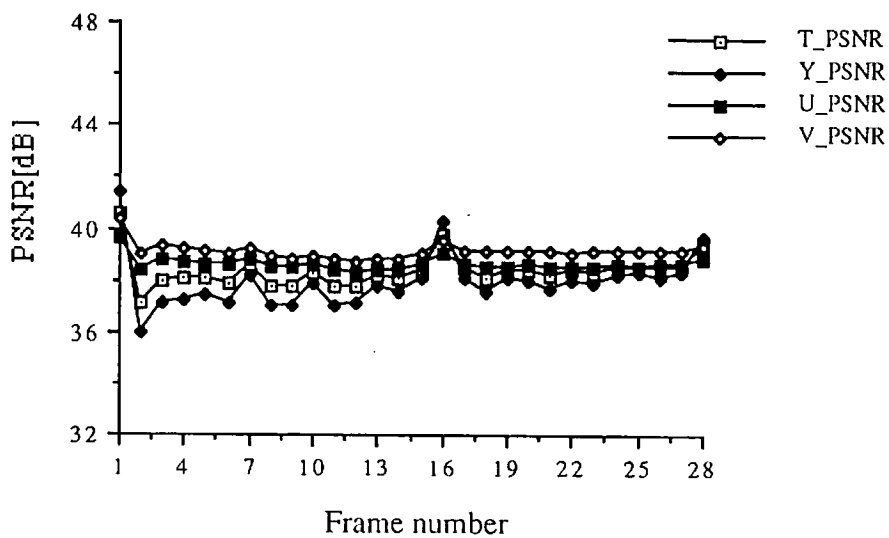


Figure 4. Simulation results

DTV size of Fashion show image, Bitrate= 15Mbps, M=3, 4:2:0 format

T\_PSNR : Total PSNR of Y, U, V components

Y\_PSNR : PSNR of Y component

U\_PSNR : PSNR of U component

V\_PSNR : PSNR of V component

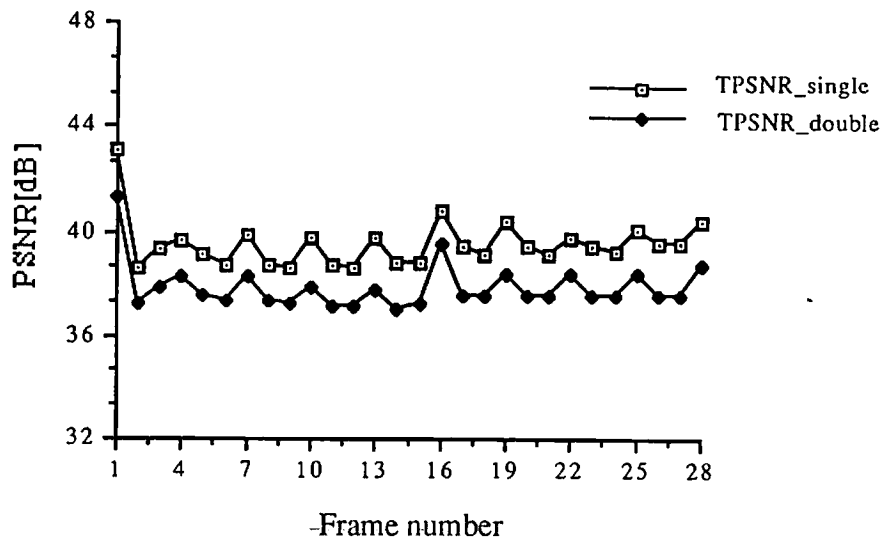


Figure 5. Comparison of Performance

Fashion show image, Bitrate= 35Mbps, M=3, 4:2:2 format

TPSNR\_single : Total PSNR on single layered coding

TPSNR\_double : Total PSNR on compatible coding

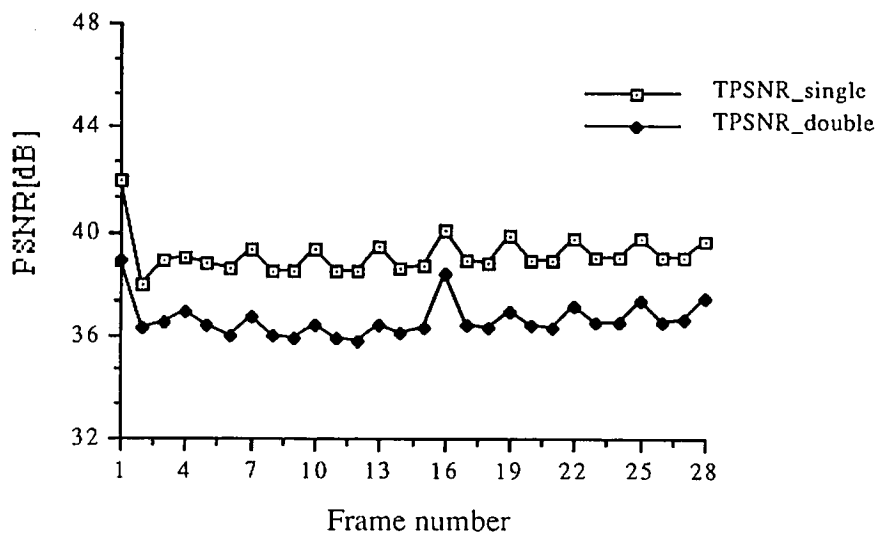


Figure 6. Comparison of Performance

Fashion show image, Bitrate= 35Mbps, M=3, 4:2:0 format

TPSNR\_single : Total PSNR on single layered coding

TPSNR\_double : Total PSNR on compatible coding