



Chaire de recherche  
industrielle Vantrix en  
optimisation vidéo



**ÉTS**

Le génie pour l'industrie  
Département de  
génie logiciel et des TI

# Coding Unit Splitting Early Termination for Fast HEVC Intra Coding Based on Global and Directional Gradients

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# Outline

- Introduction
- Problem statement
- Background
- Literature review
- Proposed method
- Experimental results
- Conclusion

# Introduction

- New demands for video coding standards
  - Demand for high quality video ( $4K \times 2K$  and  $8K \times 4K$ )
  - Video delivery on mobile devices
  - High resolution 3D or multiview video
- HEVC can reduce the bit rate by half relative to the previous H.264/MPEG-4 standard

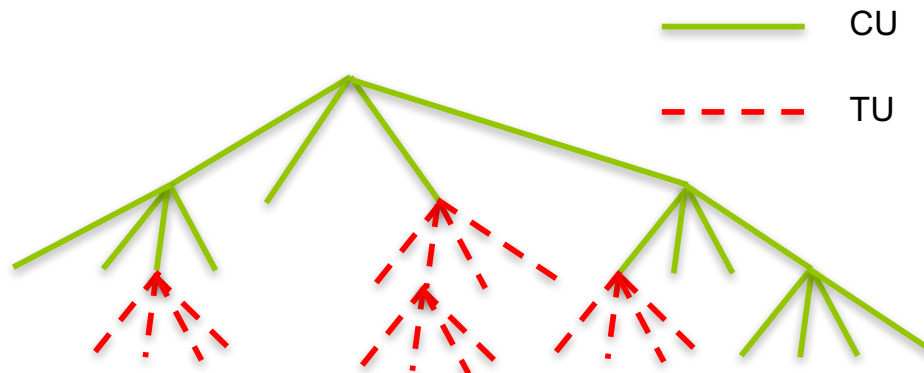
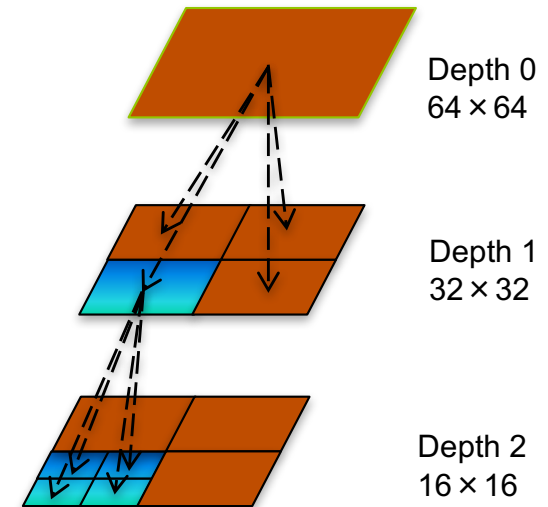
# Introduction

- HEVC encoding could require up to 10x more computational complexity than H.264 with 2x-3x for decoding [1]
  - Need for new algorithms to reduce its complexity without sacrificing the coding performance
- Our focus is on HEVC intra coding complexity reduction
  - 3.2x more complex for intra coding
  - All-intra profile to replace the current intra coding techniques

[1] M. Goldman, “AVC and HEVC: The Future of Encoding”, PBS Technology Conference, 2012

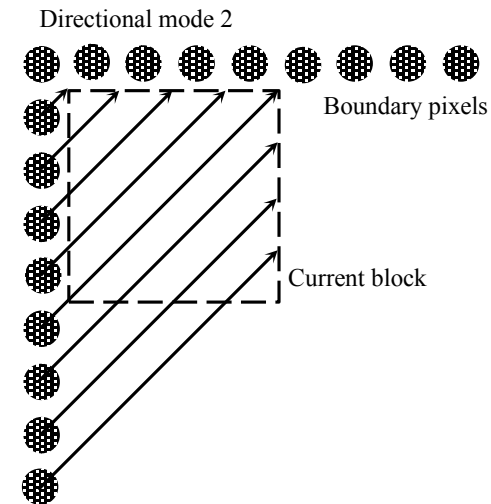
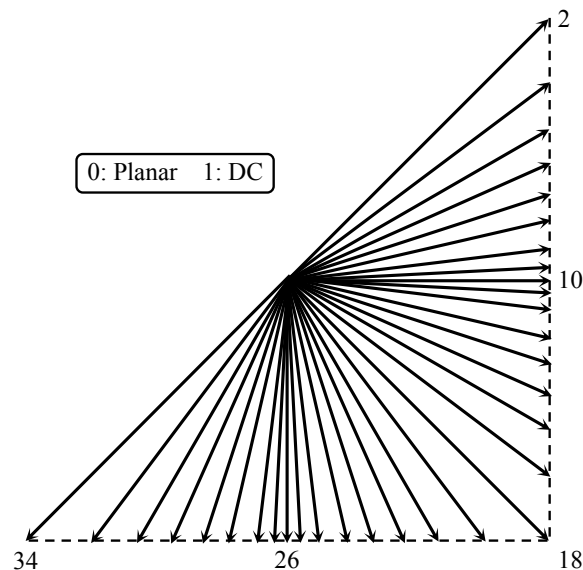
# Background

- Coding unit splitting
- Segmentation units
  - Coding tree units (CTUs)
  - Coding units (CUs)
  - Transform units (TUs)
  - Prediction units (PUs)



# Background

- Intra mode decision
- HEVC intra modes
  - 33 directional modes
  - DC to predict the homogeneous regions
  - Planar to produce smooth sample surfaces



# Background

- Intra mode decision processes (HM)
  - Rough mode decision (RMD)
    - SATD: Sum of absolute transformed differences
      - Eight candidates among 35 modes

$$J_{RMD} = D_{SATD} + \lambda_{RMD} \times B_{RMD}$$

- Rate distortion optimization (RDO)
  - SSE: Sum of squared errors
    - Best mode among eight candidates

$$J_{RDO} = D_{SSE} + \lambda_{RDO} \times B_{RDO}$$

# Literature Review

- Fast HEVC intra coding
  - Fast mode decision
    - Decrease the number of modes to be checked by RDO
  - CU splitting early termination
    - RDO is performed only for some selected CU levels



# Literature Review

- Depth information of the neighboring CUs [2]
- A bottom-up approach to find an optimum depth [3]

[2] X. Shang, G. Wang, T. Fan and Y. Li, “Fast CU Size Decision and PU Mode Decision Algorithm in HEVC Intra Coding”, in Proc. of the IEEE International Conference on Image Processing (ICIP), 2015

[3] W. Shi, X. Jiang, T. Song and T. Shimamoto, “Edge Detector Based Fast Level Decision Algorithm for Intra Prediction of HEVC”, Journal of Signal Processing, vol. 19, no. 2, 2015

# Literature Review

- Coefficient of variation (CV) [4]
- Thresholds on the RDO cost of the current level, Depth information of the previous frame[5]

[4] A. Oztekin, E. Ercelebi, “An Early Split and Skip Algorithm for Fast Intra CU Selection in HEVC”, Journal of Real-Time Image Processing, Springer, 2015

[5] L. Shen, Z. Liu, X. Zhang, W. Zhao and Z. Zhang, “An Effective CU Size Decision Method for HEVC Encoders”, IEEE Transactions on Multimedia, vol. 15, no. 2, 2013

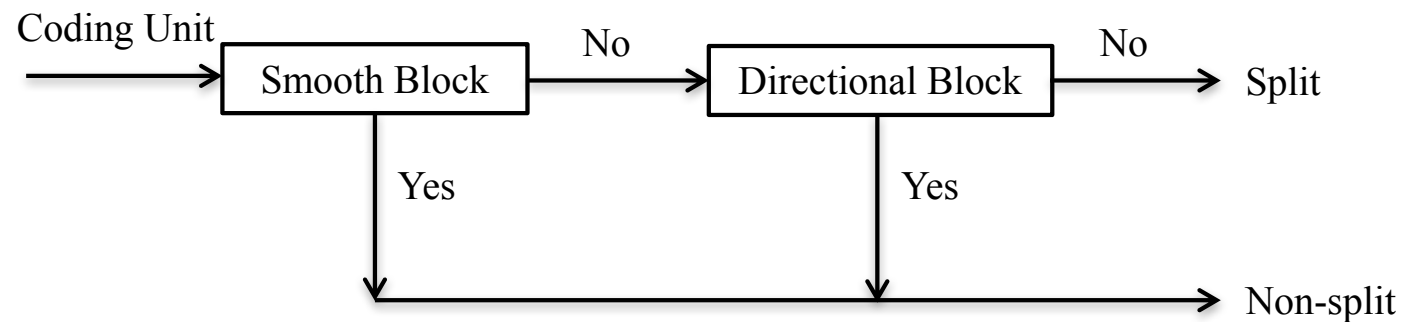
# Problem Statement

- Using neighbouring CUs
  - domino effect
- Utilizing variance or RDO cost thresholds
  - limited time reduction

# Proposed Method

- Fast intra coding based on
  - Global and directional gradients
- CU classification
  - Split class
    - No intra mode to effectively predict the CU
  - Non-split class
    - Smooth blocks predicted by DC or planar modes
    - Non-smooth blocks predicted accurately by a directional mode

# Proposed Method



# Proposed Method

- CU classification

$$C = \{C_S, C_N\}$$

$$\mathbf{F} = \{f_1, f_2, f_3 \dots\}$$

$$MI(\mathbf{F}; C) = \int \int_{C \mathbf{F}} p(\mathbf{F}, C) \log \frac{p(\mathbf{F}, C)}{p(\mathbf{F})p(C)} d\mathbf{F} dC$$

# Proposed Method

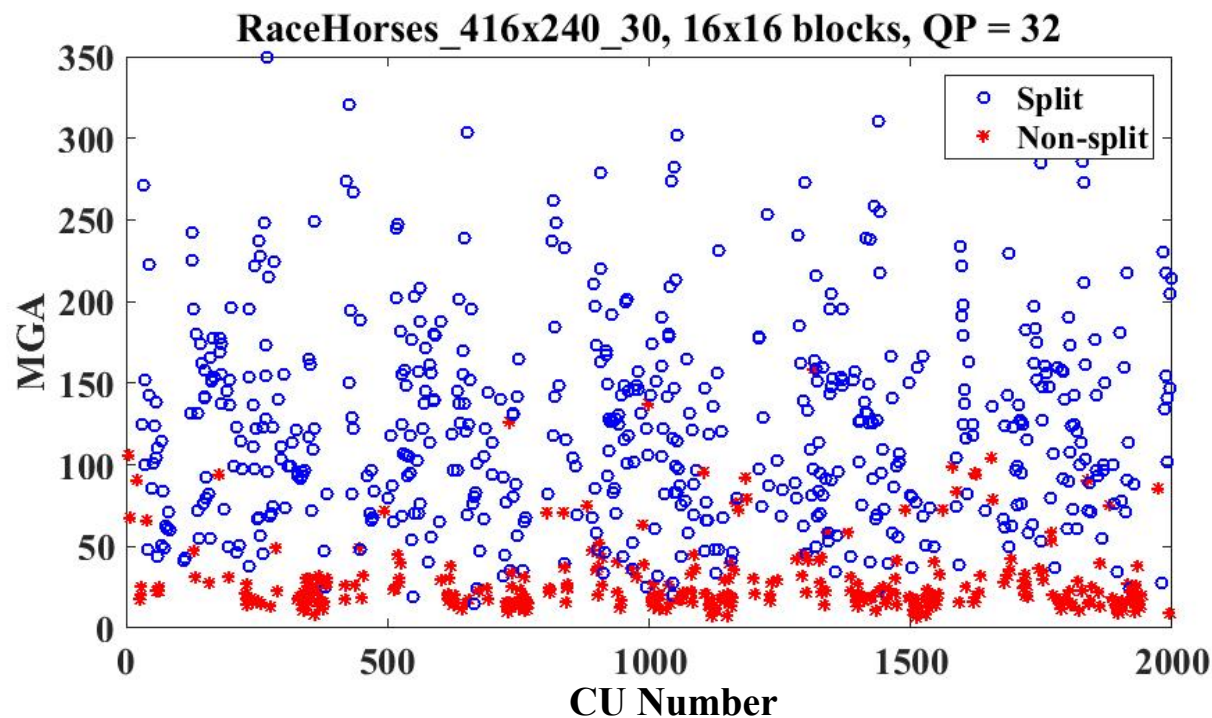
- Splitting early termination by global gradient

$$MGA = \frac{1}{n} \sum_i \sum_j |G_X(i, j)| + |G_Y(i, j)|$$

- To compute the gradient components  $G_X$  and  $G_Y$  at each pixel, the *Sobel* operator is applied with  $3 \times 3$  convolution masks

# Proposed Method

- Discrimination ability of *MGA*
  - The CUs with larger *MGA* tend to split while those with smaller *MGA* are predicted at the current level





# Proposed Method

- First feature is QP dependent
  - The effect of QP to discriminate *split* and *non-split* regions performed well when assumed linear, *alpha* is a coefficient assigned for each block size

$$f_1 = \frac{MGA}{\alpha} - QP$$

- The CU is of the *non-split* class if  $f_1 < Th_1$

# Proposed Method

- Splitting early termination by directional gradient

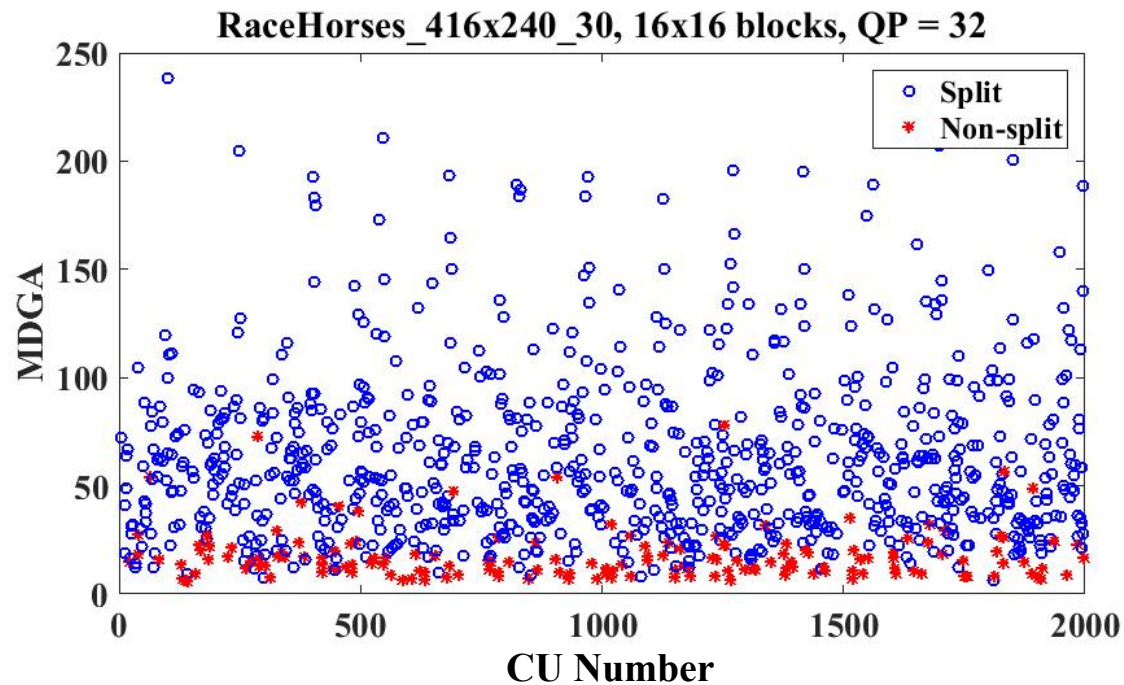
$$MDGA = \frac{1}{n} \sum_i \sum_j (|G_X(i, j)| + |G_Y(i, j)|) \times \cos \theta(i, j)$$

- $G_X$  and  $G_Y$  are gradient components and  $\theta$  is the angle between the gradient at each pixel and the best angular mode of the current CU
- The best angular mode is achieved based on the classification of SATD costs [6]

[6] M. Jamali, S. Coulombe and F. Caron, “Fast HEVC Intra Mode Decision Based on Edge Detection and SATD Costs Classification”, in Proc. of the IEEE Data Compression Conference, 2015.

# Proposed Method

- Discrimination ability of *MDGA*
  - CUs with large *MGA* but small *MDGA* along the best angular mode can be predicted at the current level effectively



# Proposed Method

- Second feature is QP dependent, *beta* is a coefficient assigned for each block size

$$f_2 = \frac{MDGA}{\beta} - QP$$

- The CU is of the *non-split* class if  $f_2 < Th_2$

# Experimental Results

- Implementation setup
  - HEVC test model HM 15.0 (*All-Intra* profile)
  - Implementation platform: Intel® i7-4790 CPU-3.60, 32 GB of RAM, running Windows 7
  - 100 first frames of the recommended sequences [7]
  - Quantization parameters: 22, 27, 32, 37
  - Parameters of the algorithm:
    - $\alpha = 1, 0.9, 0.4$  and  $0.3$  for block sizes  $8 \times 8$ ,  $16 \times 16$ ,  $32 \times 32$  and  $64 \times 64$
    - $\beta = 0.8, 0.7, 0.2$  and  $0.1$  for block sizes  $8 \times 8$ ,  $16 \times 16$ ,  $32 \times 32$  and  $64 \times 64$

[7] F. Bossen, “Common Test Conditions and Software Reference Configurations”, JCTVC-L1100, 12th Meeting, Geneva, Jan. 2013

# Experimental Results

- Experimental results compared to HM 15.0

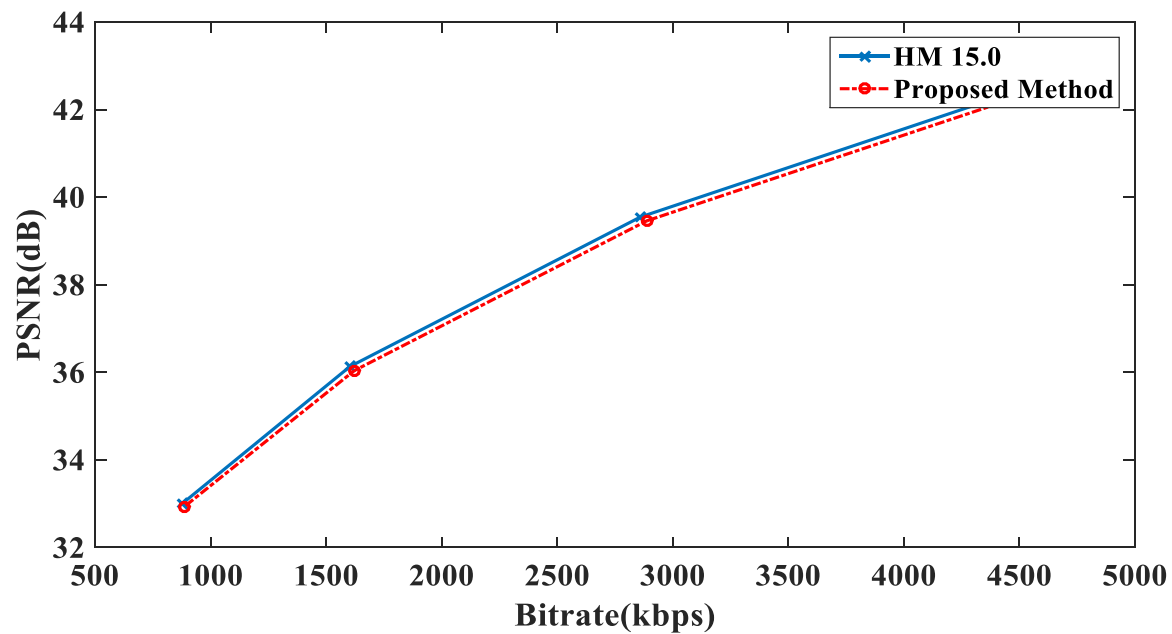
		Proposed Method			Shi et al. [3]			Oztekin et al. [4]		
Class	Video Sequences	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)
A 2560x1600	Traffic	-52.5	1.30	-0.061	-	-	-	-46.17	5.0	-0.09
	PeopleOnStreet	-47.8	1.29	-0.063	-36.0	1.58	-0.058	-37.56	5.0	-0.06
B 1920x1080	Cactus	-50.8	1.49	-0.049	-	-	-	-	-	-
	Kimono	-59.1	0.85	-0.028	-40.5	0.18	-0.018	-60.13	3.5	-0.04
	ParkScene	-49.7	0.67	-0.026	-41.7	0.39	-0.73	-50.63	3.7	-0.08
	BasketballDrive	-62.2	2.35	-0.059	-	-	-	-	-	-
	BQTerrace	-50.1	0.87	-0.041	-37.4	1.89	-0.054	-	-	-
C 832x480	BQMall	-49.6	1.75	-0.091	-40.5	1.11	-0.072	-27.52	6.7	-0.12
	PartyScene	-39.2	1.14	-0.076	-	-	-	-28.67	5.6	-0.14
	RaceHorsesC	-47.2	0.76	-0.043	-	-	-	-	-	-
	BasketballDrill	-48.4	1.39	-0.063	-37.5	1.81	-0.061	-	-	-

# Experimental Results

- Experimental results compared to HM 15.0

		Proposed Method			Shi et al. [3]			Oztekin et al. [4]		
Class	Video Sequences	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)	$\Delta T(\%)$	BD-RATE(%)	BD-PSNR(dB)
D 416x240	RaceHorses	-41.7	1.15	-0.065	-27.0	1.31	-0.051	-29.47	4.5	-0.11
	BasketballPass	-54.1	2.07	-0.110	-	-	-	-	-	-
	BlowingBubbles	-40.5	1.00	-0.052	-25.6	1.61	-0.077	-29.37	3.6	-0.09
	BQSquare	-39.2	1.41	-0.103	-	-	-	-	-	-
E 1280x720	Vidyo1	-63.8	2.07	-0.091	-46.5	3.08	-0.114	-	-	-
	Vidyo3	-63.8	2.94	-0.141	-	-	-	-	-	-
	Vidyo4	-64.3	2.19	-0.088	-48.3	2.84	-0.101	-	-	-
Average		-51.9	1.50	-0.070	-37.1	1.46	-0.063	-38.7	4.7	-0.10

# Experimental Results



RD curve of the proposed method and HM 15.0 for the BasketballPass sequence



# Conclusion

- Goal
  - Optimize HEVC intra coding processes for complexity reduction for the same quality
- Procedure
  - CU classification to *split* and *non-split* based on global and directional gradients
    - We have achieved 52% time reduction using the proposed approach with about 1.5% BD-rate increment



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