



The Open  
University

# Transform Domain Distributed Video Coding Using Larger Transform Blocks

Asif Mahmood, Laurence S Dooley and Patrick Wong

School of Computing & Communications

The Open University, Milton Keynes, UK

# Contents

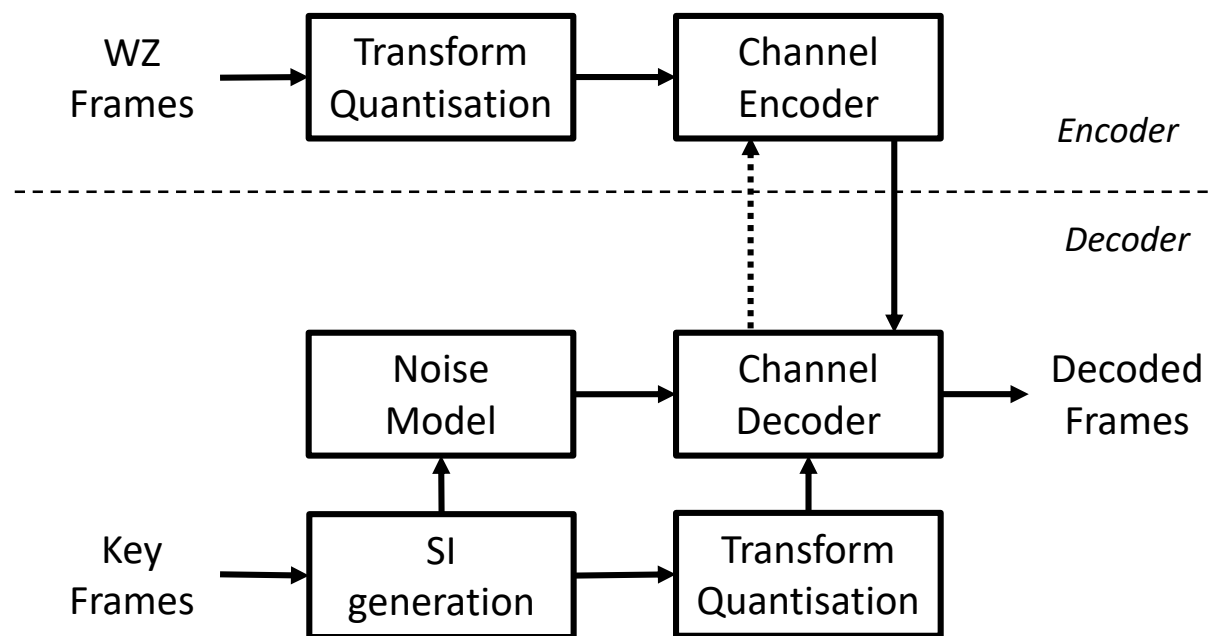
- Transform domain *Distributed Video Coding* (DVC)
- Objectives and contributions
- Results analysis
- Conclusions and future work

# Distributed Video Coding (DVC)

- An alternate video coding paradigm
- Simple encoder, complex decoder
- Attractive for
  - Low power surveillance network
  - Wireless video camera
  - Drones
  - Internet of Things

# Transform domain DVC

- *Group of pictures (GOP)*
  - Key Frame
  - Wyner-Ziv frame
- *Discrete Cosine Transform (DCT)*
- *Side information (SI)*
  - Motion estimation
- Error correction
- Feedback channel



# Objectives

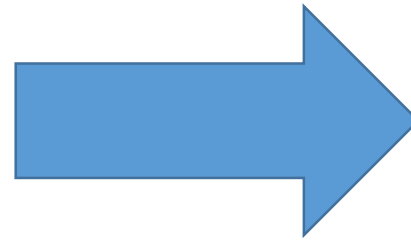
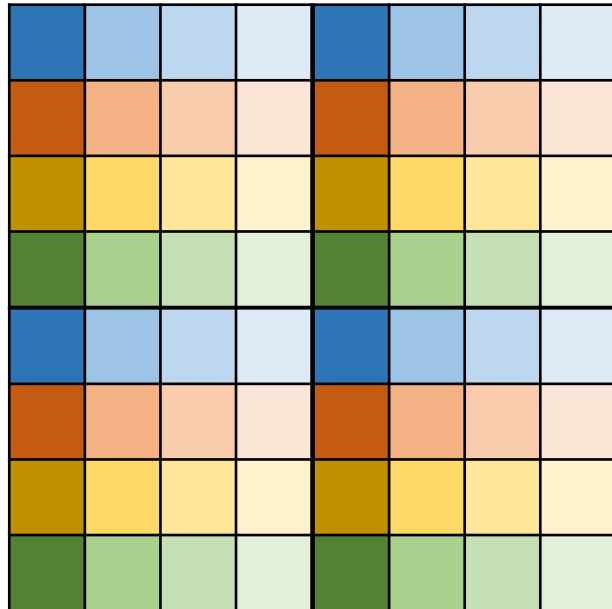
- Issue: Poor performance at higher resolutions
- Hypothesis
  - 4x4 DCT block size less effective at higher resolutions
    - JPEG – 8x8
    - H.264/AVC FExt – 8x8
    - H.264/HEVC – up to 32x32
- Proposed Solution
  - Implement larger DCT block-sizes
  - Challenge
    - *Quantisation Matrix (QM)* available for only 4x4 blocks

# Contributions

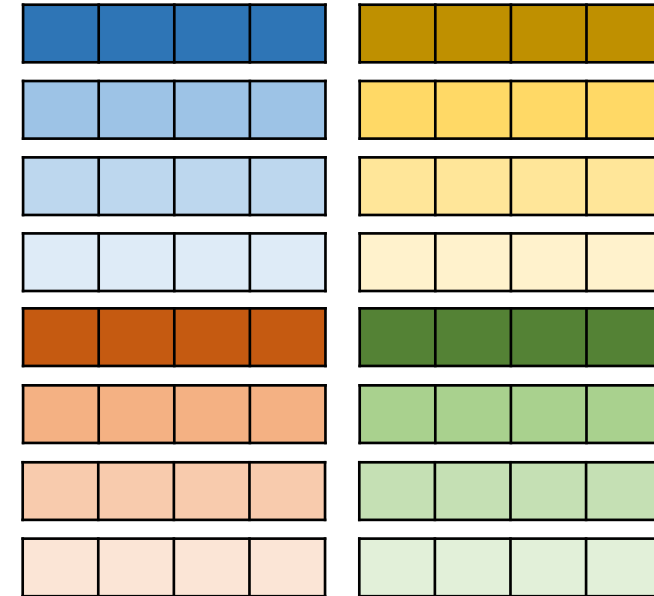
- Content-Aware Quantisation (CAQ) algorithm
  - Dynamically derives QM for a given block size
- DVC results for 8x8 and 16x16 block sizes
- DVC results for higher resolutions

# Transform & Quantisation

DCT coefficients



Coefficient bands



# Transform & Quantisation

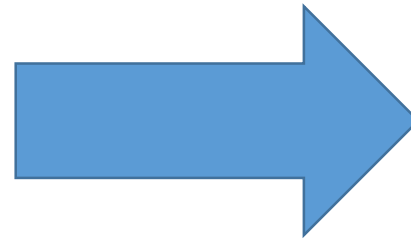
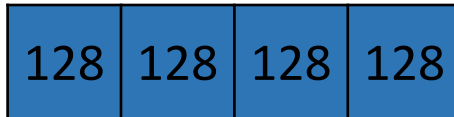
Quantisation Matrix  
(QM)

128	64	32	16
64	32	16	8
32	16	8	4
16	8	4	0



# Transform & Quantisation

Coefficient band



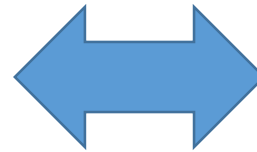
Bit-planes



# Quantisation Matrix

Quantisation steps

128	64	32	16
64	32	16	8
32	16	8	4
16	8	4	0

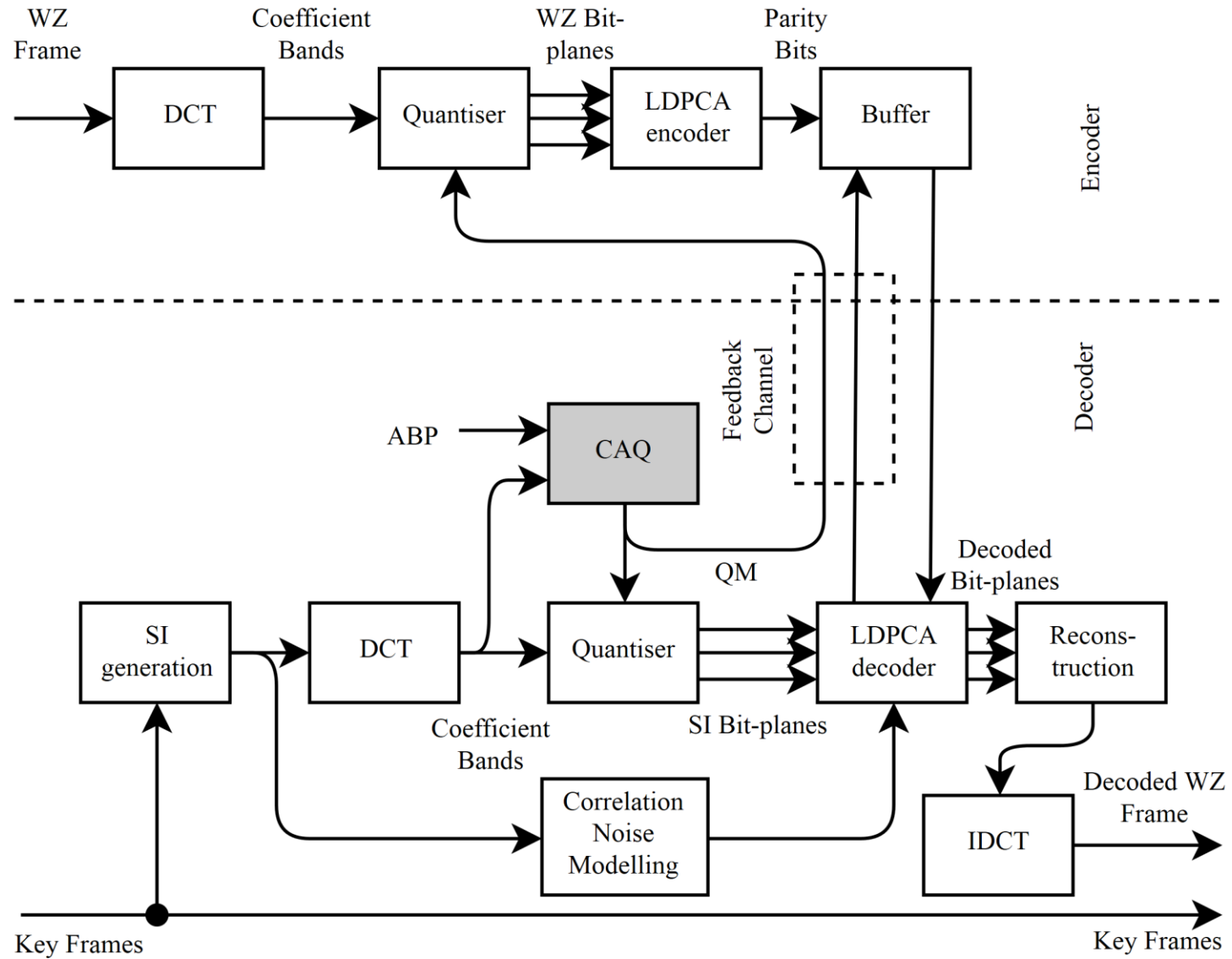


No. of bit-planes

7	6	5	4
6	5	4	3
5	4	3	2
4	3	2	0

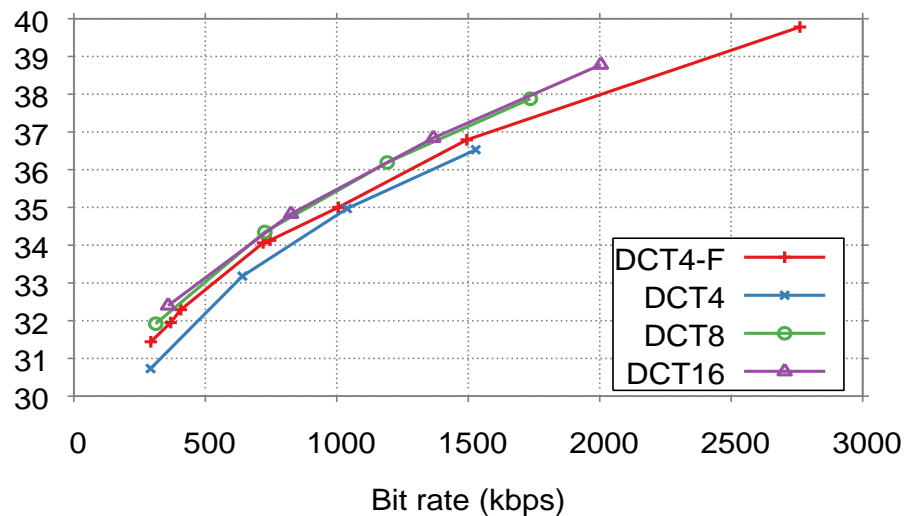
# CAQ module

- Idea: Allocate bit-planes to coefficient bands so as to reduce quantisation errors
- Implemented at the decoder
- Determines QM for every WZ frame
- QM transmitted to encoder via feedback channel

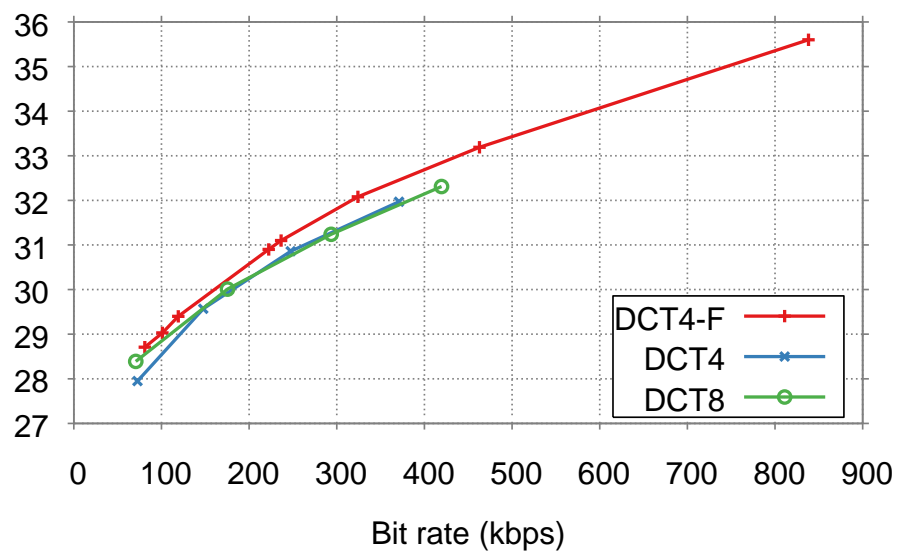


# Results

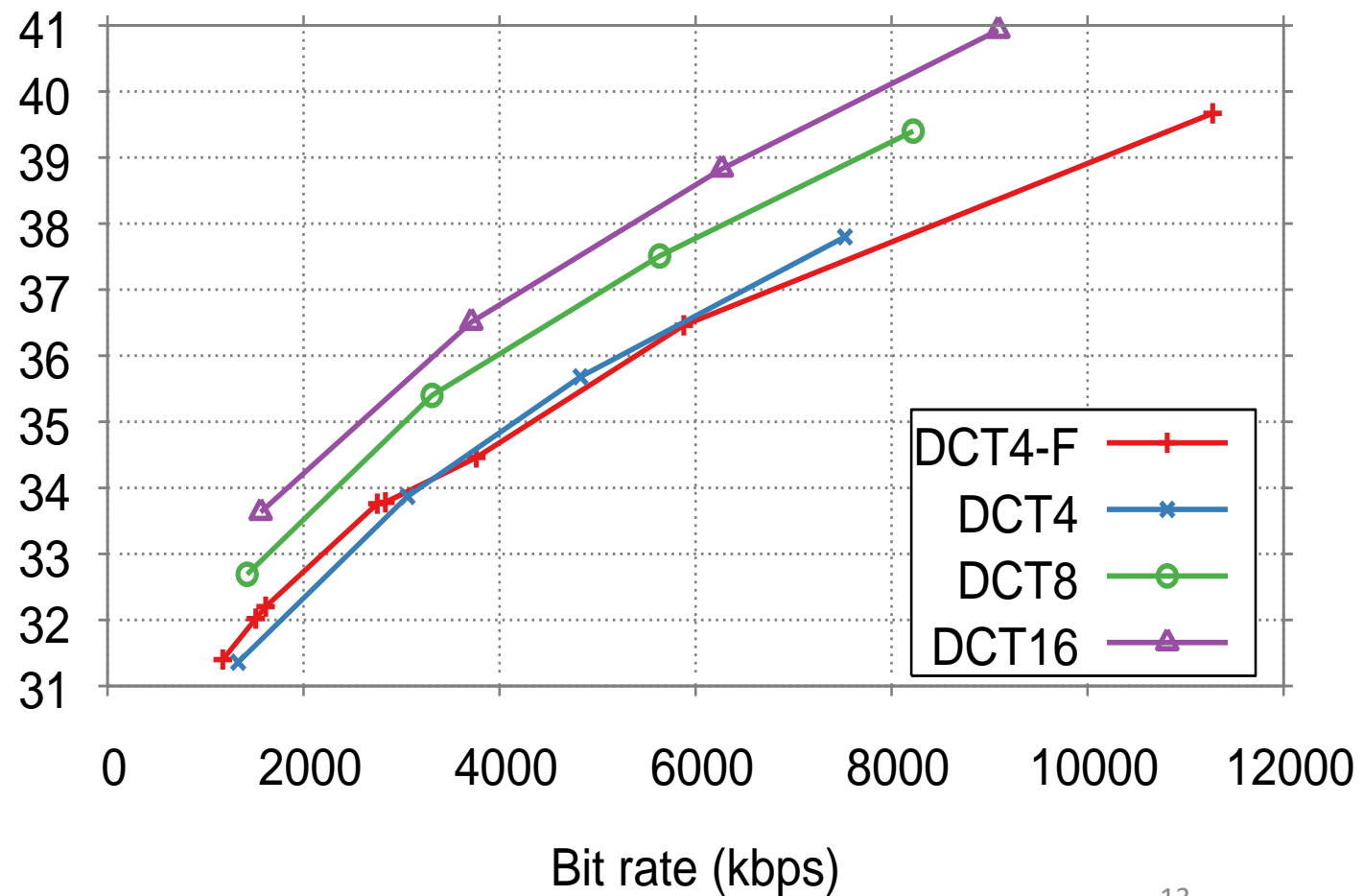
soccer, cif



soccer, qcif



soccer, 4cif



# Results

Average performance improvement compared to 4x4 DCT with fixed QM

CIF sequences	8x8	
	BD-PSNR (dB) (higher is better)	BD-Rate (%) (lower is better)
Bus	0.16	-4.57
Coastguard	-0.10	-2.27
Crew	0.48	-18.91
Football	0.35	-7.26
Foreman	0.33	-23.97
Hall	0.05	-1.16
Mother & Daughter	0.21	-28.58
Soccer	0.33	-9.19
Stefan	0.67	-16.75

# Results

Average performance improvement compared to 4x4 DCT with fixed QM

CIF sequences	16x16	
	BD-PSNR (dB) (higher is better)	BD-Rate (%) (lower is better)
Bus	-0.48	16.75
Coastguard	-1.02	66.42
Crew	0.16	-8.81
Football	0.38	-7.72
Foreman	-0.83	62.38
Hall	-2.23	637.07
Mother & Daughter	-1.96	867.25
Soccer	0.39	-10.58
Stefan	0.45	-10.95

# Performance analysis

- Bit-plane lengths for different resolutions and DCT block sizes

	4x4	8x8	16x16
QCIF	1584	396	
CIF	6336	1584	396
4CIF	25344	6336	1584

- Trade-off

Large DCT block + short bit-planes

VS

Small DCT block + long bit-planes



# Parallel processing benefit

- Larger DCT block sizes better for parallel processing

Coefficient bands are linearly independent

Each band can be concurrently processed

Larger DCT block → More bands → More parallel processing

# Constraints and future work

- Feedback channel requirement
- Feedback channel overhead
  - Transmission
  - Delay
- CAQ performance at 4x4 block size
  - SI improvement

# Summary

- Larger DCT block sizes are better suited for:
  - Higher resolution sequences
  - Larger GOP
  - Parallel processing
- Best block size for different resolutions
  - QCIF – 4x4
  - CIF – 8x8
  - 4CIF – 16x16
- CAQ constraints
  - Requires a feedback channel
  - Minimal performance gain at 4x4 block sizes