

# Improved Prediction via Thresholding Transform Coefficients

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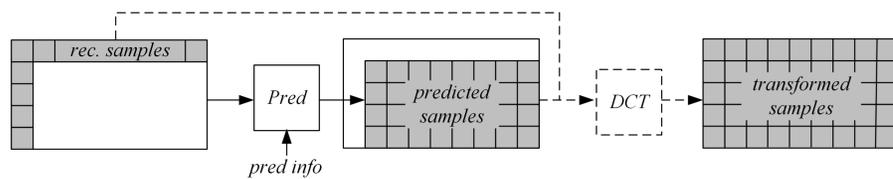
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## Motivation of research

**Observation.** A block-based video codec uses the reconstructed samples for generating a prediction. When transformed via DCT, the signal tends to be concentrated in a few low-frequency components.

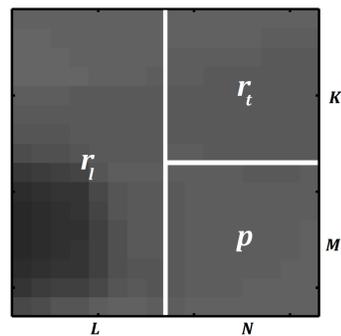


**Compressed sensing theory.** Assume a high-dimensional signal has a sparse representation in a suitable basis. Then it can be recovered from incomplete or distorted data by random linear measurements.

**A question to answer.** Is it possible to restore the original samples from the prediction by sparse regularization in the transform domain?

## Description of the thresholding method

**Initial value.** Let  $p \in \mathbb{R}^{M \times N}$  be the initial luma prediction. Let  $r_t$  and  $r_l$  be the reconstructed samples in the  $K \leq M$  rows above and the  $L \leq N$  columns to the left. Define the extended prediction  $y \in \mathbb{R}^{(M+K) \times (N+L)}$  by arranging as below.



**Forward transform.** Map into the frequency domain via the orthogonal discrete cosine transform  $W : \mathbb{R}^{(M+K) \times (N+L)} \rightarrow \mathbb{R}^{(M+K) \times (N+L)}$

$$Y = Wy. \quad (1)$$

**Thresholding.** Choose a threshold value  $\tau > 0$ . Set transform coefficients  $Y_{11}, \dots, Y_{(M+K), (N+L)}$  whose absolute value is less than the threshold  $\tau$  to zero. Hence, the thresholded coefficients are given by

$$\hat{Y}_{ij} = \begin{cases} Y_{ij} & |Y_{ij}| \geq \tau \\ 0 & \text{otherwise} \end{cases}. \quad (2)$$

**Inverse transform.** Use the inverse DCT and compute the new extended prediction signal  $\hat{y} \in \mathbb{R}^{(M+K) \times (N+L)}$  as

$$\hat{y} = W^T \hat{Y}. \quad (3)$$

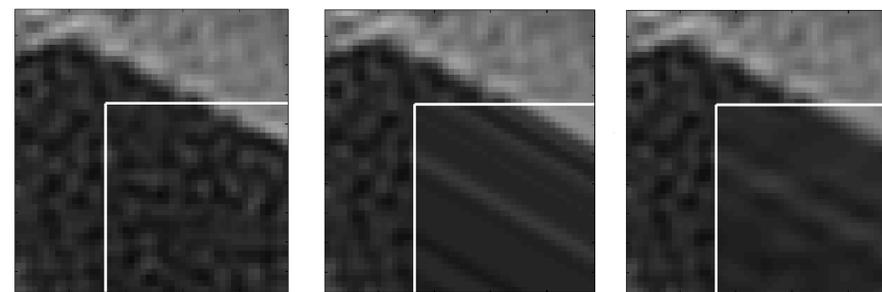
The existing prediction  $p$  is then replaced by the modified prediction  $\hat{p} \in \mathbb{R}^{M \times N}$  whose entries for  $i = 1, \dots, M$  and  $j = 1, \dots, N$  are

$$\hat{p}_{ij} = \hat{y}_{(i+K), (j+L)}. \quad (4)$$

**Sparse regularization.**

- Goal: Force the prediction to have sparse transform coefficients in accordance with the reconstructed neighborhood.
- Impact of the neighborhood: The coding gain vastly decreases when the reconstructed samples are not used (experimentally validated).
- Choice of the threshold: Different values of  $\tau$  need to be tested. Take into account the range of the transform coefficients  $Y$  and the QP.

## Example



Left: Original luma samples. Middle: Angular prediction with extended boundary. Right: Result of the thresholding method.

## Thresholding modes

| Thresholding mode | Type             | Nr. of thresholds $\tau$ | Nr. of extension sizes $(K, L)$ |
|-------------------|------------------|--------------------------|---------------------------------|
| 0                 | no thresholding  | -                        | -                               |
| 1                 | use thresholding | 8                        | 4                               |

The thresholds are set as table values, depending on the QP. The extension sizes are set as table values as well.

## Experimental results in HEVC

- High-Tier, QP  $\in \{22, 27, 32, 37\}$ :

### All Intra

| Sequence name   | Resolution | Y             |
|-----------------|------------|---------------|
| BasketballDrive | HD         | -3.92%        |
| Tango           | 4K UHD     | -4.90%        |
| Rollercoaster   | 4K UHD     | -5.17%        |
| Crosswalk       | 4K UHD     | -6.61%        |
| FoodMarket      | 4K UHD     | -8.04%        |
| <b>Overall</b>  |            | <b>-5.73%</b> |

### Random Access

| Sequence name  | Resolution | Y             |
|----------------|------------|---------------|
| Nebuta         | 4K UHD     | -5.37%        |
| Tango          | 4K UHD     | -4.10%        |
| Rollercoaster  | 4K UHD     | -3.73%        |
| Crosswalk      | 4K UHD     | -4.43%        |
| FoodMarket     | 4K UHD     | -4.47%        |
| <b>Overall</b> |            | <b>-4.42%</b> |

- Main-Tier, QP  $\in \{27, 32, 37, 42\}$ :

### All Intra

| Sequence name   | Resolution | Y             |
|-----------------|------------|---------------|
| BasketballDrive | HD         | -4.52%        |
| Tango           | 4K UHD     | -5.02%        |
| Rollercoaster   | 4K UHD     | -5.55%        |
| Crosswalk       | 4K UHD     | -6.79%        |
| FoodMarket      | 4K UHD     | -7.93%        |
| <b>Overall</b>  |            | <b>-5.96%</b> |

### Random Access

| Sequence name  | Resolution | Y             |
|----------------|------------|---------------|
| Nebuta         | 4K UHD     | -5.81%        |
| Tango          | 4K UHD     | -3.02%        |
| Rollercoaster  | 4K UHD     | -2.98%        |
| Crosswalk      | 4K UHD     | -3.39%        |
| FoodMarket     | 4K UHD     | -3.25%        |
| <b>Overall</b> |            | <b>-3.69%</b> |

## RD plot of *Food Market*, All Intra

