

# CODA: Content-aware Frame Dropping Algorithm for High Frame-rate Video Streaming

**Vignesh V Menon**, Hadi Amirpour, Mohammad Ghanbari, Christian Timmerer  
Christian Doppler Laboratory ATHENA, Institute of Information Technology (ITEC), University of Klagenfurt, Austria

Data Compression Conference (DCC)  
24 March 2022



# Outline

- 1 Introduction
- 2 CODA
- 3 Evaluation
- 4 Conclusions and Future Directions

# Introduction

# Introduction

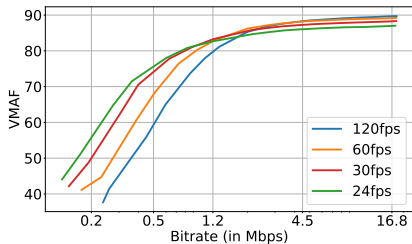
## High Framerate (HFR) videos

- *High Framerate* (HFR) video streaming enhances the viewing experience and improves visual clarity.<sup>1</sup>
- However, it may lead to an increase of both encoding time complexity and compression artifacts, particularly at lower bitrates.

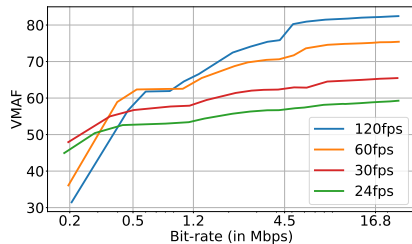
---

<sup>1</sup>ITU-R BT.2020-2. "Parameter values for ultra-high definition television systems for production and international programme exchange". In: 2015.

# Introduction



(a) HoneyBee

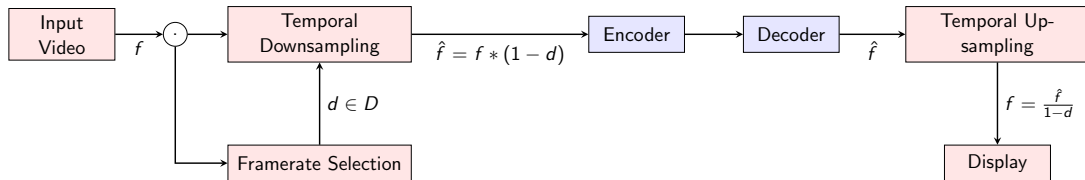


(b) Lips

**Figure:** Rate-Distortion (RD) curves of UHD encodings of (a) *HoneyBee* and (b) *Lips* sequences for multiple framerates.

# Introduction

## Variable Framerate (VFR) coding



**Figure:** Block diagram of a variable framerate (VFR) coding scheme<sup>2</sup> in the context of video encoding.  $f$  and  $\hat{f}$  denote the original framerate of the video and the framerate at which the video is encoded.  $d$  represents the frame dropping factor.

<sup>2</sup>G. Herrou et al. "Quality-driven Variable Frame-Rate for Green Video Coding in Broadcast Applications". In: *IEEE Transactions on Circuits and Systems for Video Technology* (2020), pp. 1–1. DOI: 10.1109/TCSVT.2020.3046881.

# CODA

# CODA

## Phase 1: Feature Extraction

### Compute texture energy per block

A DCT-based energy function is used to determine the block-wise feature of each frame defined as:

$$H_k = \sum_{i=1}^w \sum_{j=1}^h e^{|\left(\frac{ij}{wh}\right)^2 - 1|} |DCT(i-1, j-1)| \quad (1)$$

where  $w$  and  $h$  are the width and height of the block, and  $DCT(i, j)$  is the  $(i, j)$ th DCT component when  $i + j > 2$ , and 0 otherwise.

The energy values of blocks in a frame is averaged to determine the energy per frame.<sup>3</sup>

---

<sup>3</sup>Michael King, Zinovi Tauber, and Ze-Nian Li. "A New Energy Function for Segmentation and Compression". In: *2007 IEEE International Conference on Multimedia and Expo*. 2007, pp. 1647–1650. DOI: [10.1109/ICME.2007.4284983](https://doi.org/10.1109/ICME.2007.4284983).



# Proposed Algorithm

## Phase 1: Feature Extraction

$h_k$ : SAD of the block level energy values of frame  $k$  to that of the previous frame  $k - 1$ .

$$h_k = \frac{SAD(H_k(i) - H_{k-1}(i))}{M} \quad (2)$$

where  $M$  denotes the number of CTUs in frame  $k$ .

# CODA

## Phase 2: Framerate prediction

### Inputs:

$E, h$  : spatial and temporal complexities

$r$  : video resolution

$f_{max}$  : original framerate

$D$  : set of all frame drop factors  $\tilde{d}$

$B$  : set of all target bitrates  $b$  (in kbps)

**Output:**  $\hat{f}(b) \forall b \in B$

Step 1: Determine  $\hat{d}(b)$ .

$$\hat{d}(b) = d_0 e^{-\frac{\beta_{MA}(r, f_{max}) \cdot h \cdot b}{E}}$$

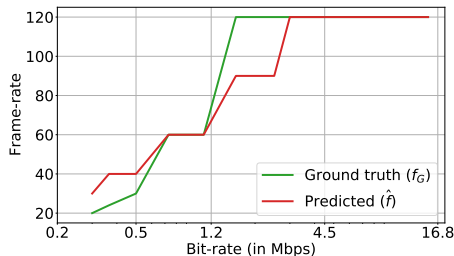
Step 2: The predicted optimized framerate for the video is given by:

$$\hat{f}(b) = f_{max} \cdot (1 - \hat{d}(b))$$

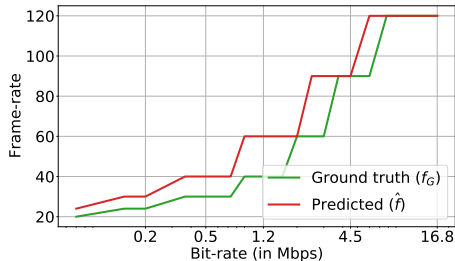
# Evaluation

# Evaluation

$E$  and  $h$  values are extracted using VCA open-source software.<sup>4</sup>



(a)

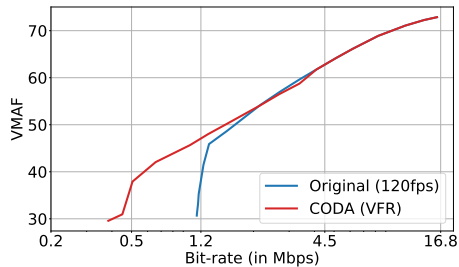


(b)

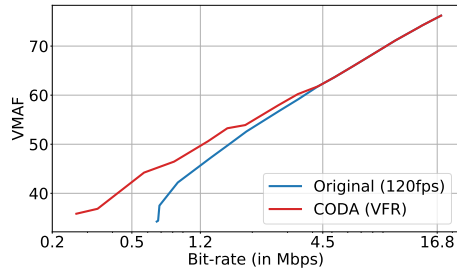
**Figure:** Optimized framerate prediction results of *Beauty* (a) and *ShakeNDry* (b) sequences. Please note that, depending on the content, the optimized framerate in various bitrates are different.

<sup>4</sup>V. V Menon, C. Feldmann, and H. Amirpour. VCA. Version 1.0.0. Available: <https://github.com/cd-athena/VCA>. Feb. 2022.

# Evaluation



(a)



(b)

Figure: Rate-Distortion (RD) results of *Beauty* (a) and *ShakeNDry* (b) sequences for the default encoding and CODA-based VFR encoding.

## Conclusions and Future Directions

# Conclusions

- Presented a content-aware frame dropping algorithm for video streaming applications, especially for HFR videos.
- Predicts the optimized framerate for a set of bitrates defined in a bitrate ladder and resolution for every video, which helps in improving the overall performance of HFR video streaming in terms of encoding time and compression efficiency.
- UHD encoding using the proposed algorithm requires 15.87% fewer bits to maintain the same PSNR and 18.20% fewer bits to maintain the same VMAF as compared to the original framerate encoding. An overall encoding time reduction of 21.82% is also observed.

Thank you for your attention!

Vignesh V Menon (vignesh.menon@aau.at)

Hadi Amirpour (hadi.amirpourazarian@aau.at)

Mohammad Ghanbari (ghan@essex.ac.uk)

Christian Timmerer (christian.timmerer@aau.at)