Directional Feature based Subsampling Algorithm and Hardware Architecture for Adaptive Loop Filter in H.265/HEVC

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Research background

- ☐ In the new standard, adaptive loop filter (ALF) is one of most promising tools.
- ☐ ALF is extremely efficient for high resolution encoding
- ☐ Calculating correlation matrix is the most time consuming part in ALF

Proposed method

■ Low complexity algorithm

Directional feature based subsampling algorithm

SML reusing based directional feature analysis

Sum Modified Laplacian(SML) is applied in previous step

$$var(i, j) = \sum_{k=-K}^{K} \sum_{l=-L}^{L} (|2R(i+k, j+l) - R(i+k-1, j+l) - R(i+k+1, j+l)| + \frac{1}{2} |2R(i+k, j+l) - R(i+k, j+l-1) - R(i+k, j+l+1)|)$$

$$DF_{v} = \sum_{k=-K}^{K} \sum_{l=-L}^{L} |2R(i+k, j+l) - R(i+k-1, j+l) - R(i+k+1, j+l)|$$

$$DF_{h} = \sum_{k=-K}^{K} \sum_{l=-L}^{L} |2R(i+k, j+l) - R(i+k, j+l-1) - R(i+k, j+l+1)|$$

Vertical SP1

> Subsampling patterns decision

Horizontal SP1

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Homogeneous SP1	Homogeneous SP2	Edge SP
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Horizontal SP2

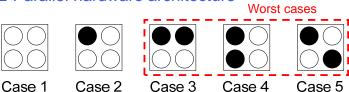
SP: Subsampling Pattern

Experiment results

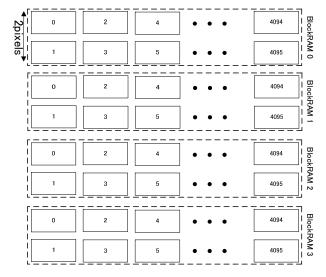
Research Target

- ☐ Calculating correlation matrix for 4K × 2K @30fps sequences in real time
 - ➤ Low complexity algorithm: reduce ALF processing time while keep similar coding efficiency
 - ➤ Hardware architecture: process 4K × 2K sequences in real time

■ Parallel hardware architecture



Four pixels parallel processing



Parity pixel organization method

	p	0		Coding Efficiency		Time Reduction			
	Conclusion	Sec	quences	BDRATE(%)	BDPSNR(dB)	QP=22	QP=27	QP=32	QP=37
۶	Time Reduction: 38.08%		vidyo1	0.1513	-7.50E-04	36.21%	38.24%	46.95%	51.01%
≻BDRATE increases 0.10%	DDDATE increases 0.400/	720P	vidyo3	0.0588	-9.19E-04	36.30%	39.00%	40.35%	43.58%
	BDRATE increases 0.10%		vidyo4	0.029	-0.0036	33.17%	37.33%	38.47%	48.58%
۶	BDPSNR decreases 0.0025dB		BQTerrace	0.1328	-0.0024	33.74%	35.31%	39.59%	43.62%
➤ Process 4K × 2K @30fps sequences with 336.825MHz	ocess 4K × 2K @30fps_sequences	1080P	Kimono1	0.3245	-0.0111	40.64%	41.01%	44.05%	49.15%
	, 	BasketballDrive	0.285	-0.0081	42.68%	46.16%	47.54%	51.79%	

Vertical SP2

