

Picture Coding Symposium 2004

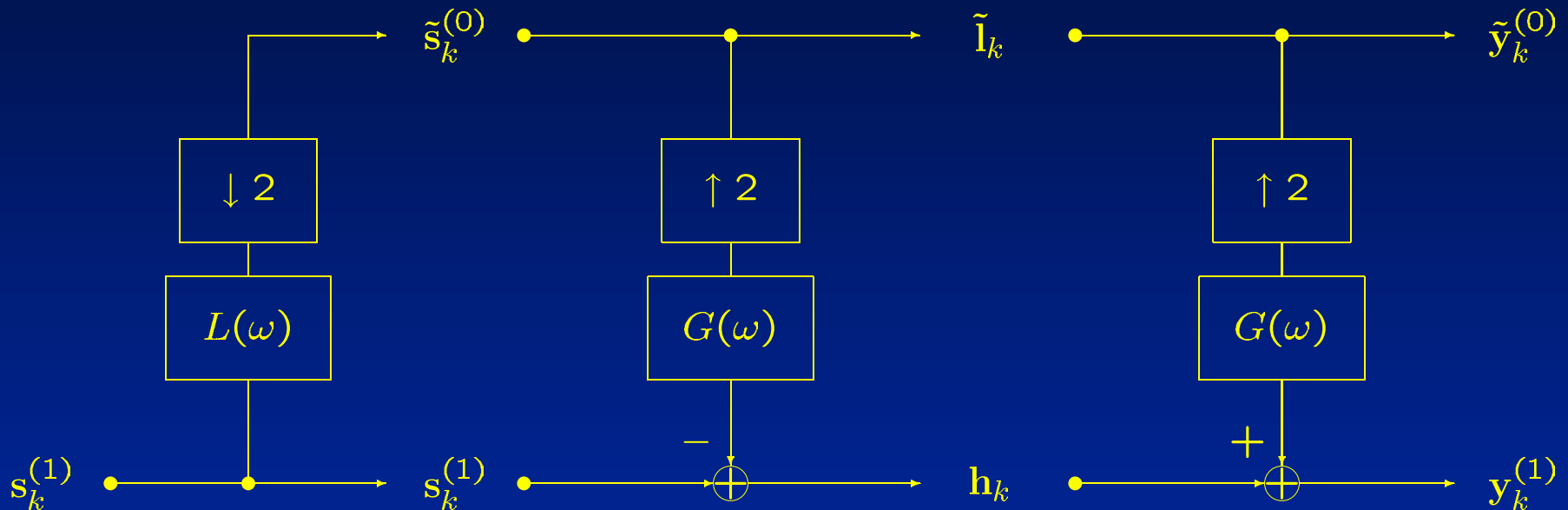
Inter-Resolution Transform for Spatially Scalable Video Coding

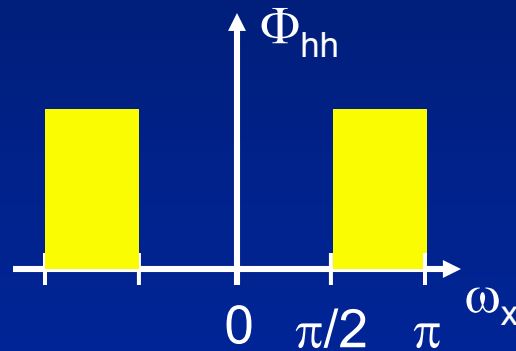
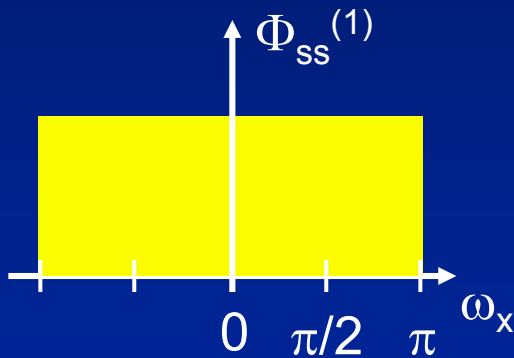
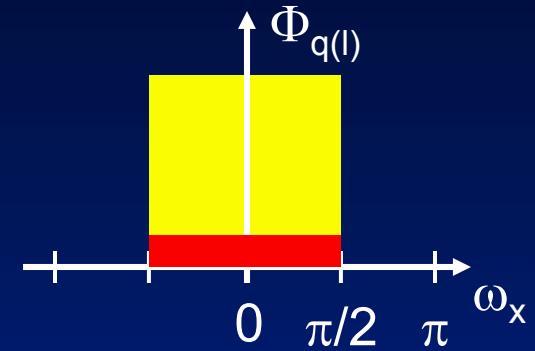
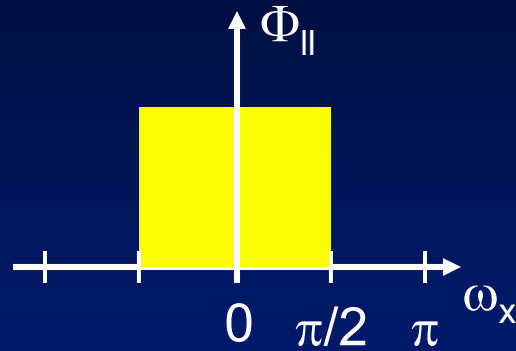
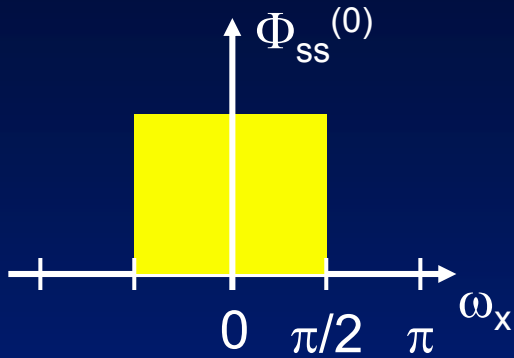
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- **Spatially Scalable Representations**
 - *Critically sampled spatial wavelet schemes*
 - *Overcomplete spatial representations*
- **Critically sampled spatial wavelet schemes**
 - *Critically sampled high-bands are shift-variant*
 - *Efficient motion compensation is challenging*
- **Overcomplete spatial representations**
 - *Can be shift-invariant for all subbands*
 - *Efficient motion compensation*
 - ***Problem:*** *Compression efficiency*

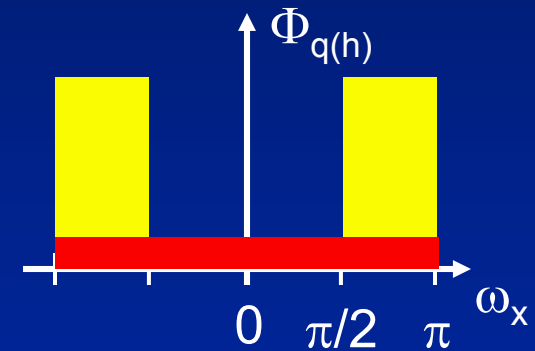
- The Laplacian pyramid
- What is the problem with this overcomplete representation?
- Additional spatial lifting steps
- Related work
- Experiments
- Experimental results



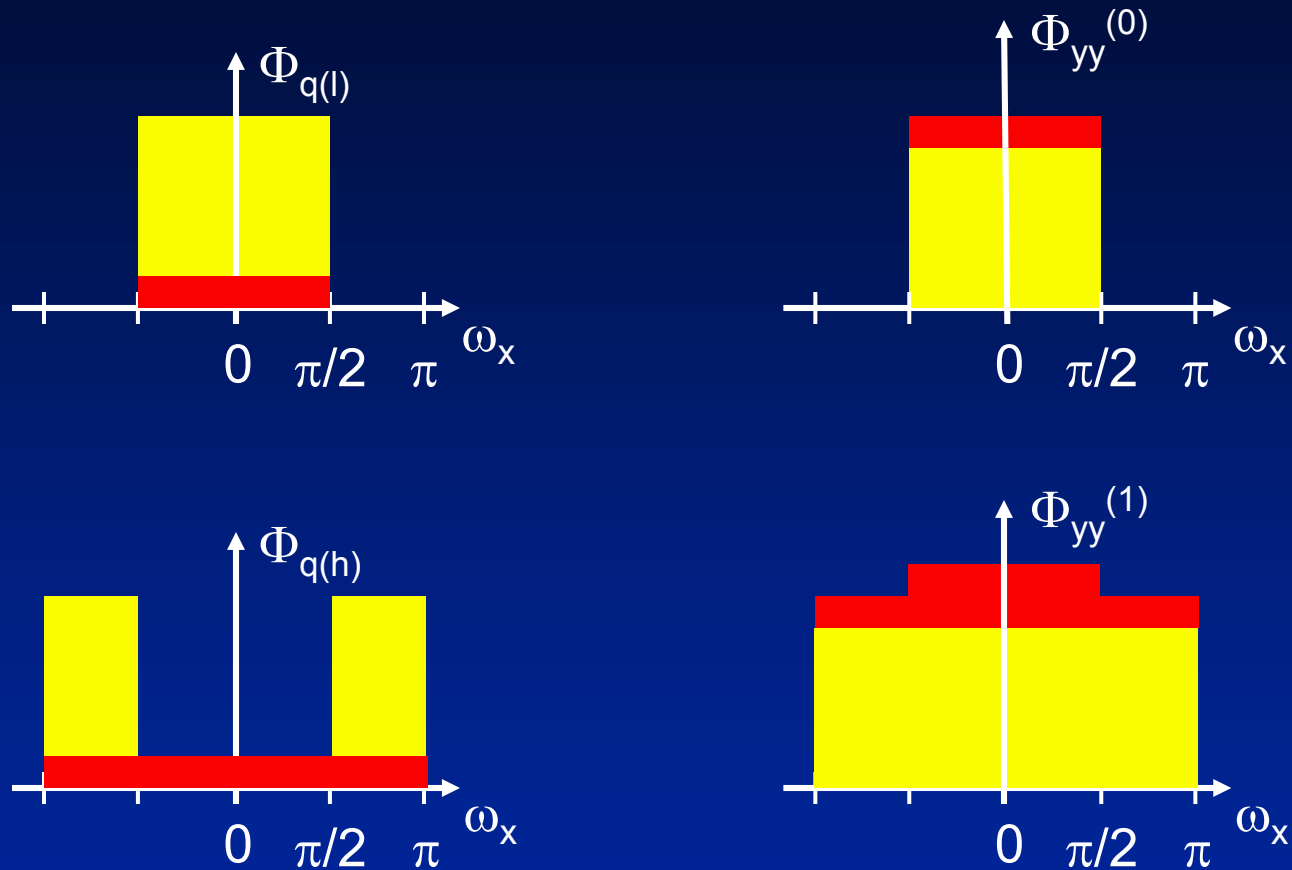




Quantization noise

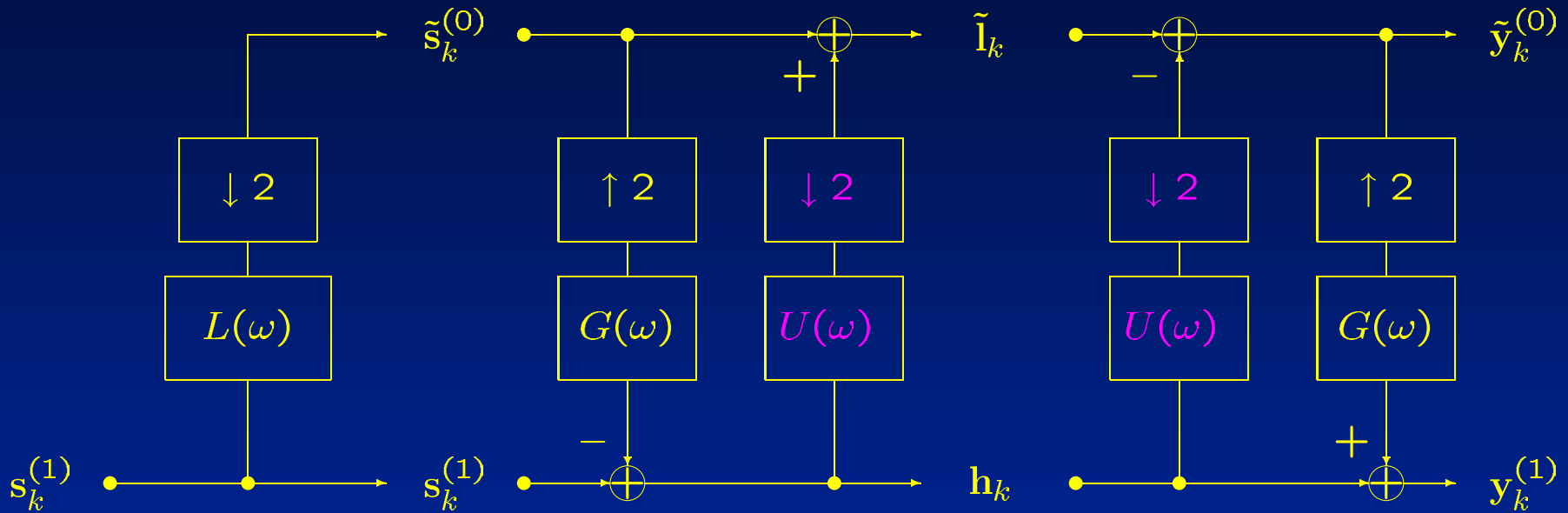


$G(\omega)$ is an ideal low-pass



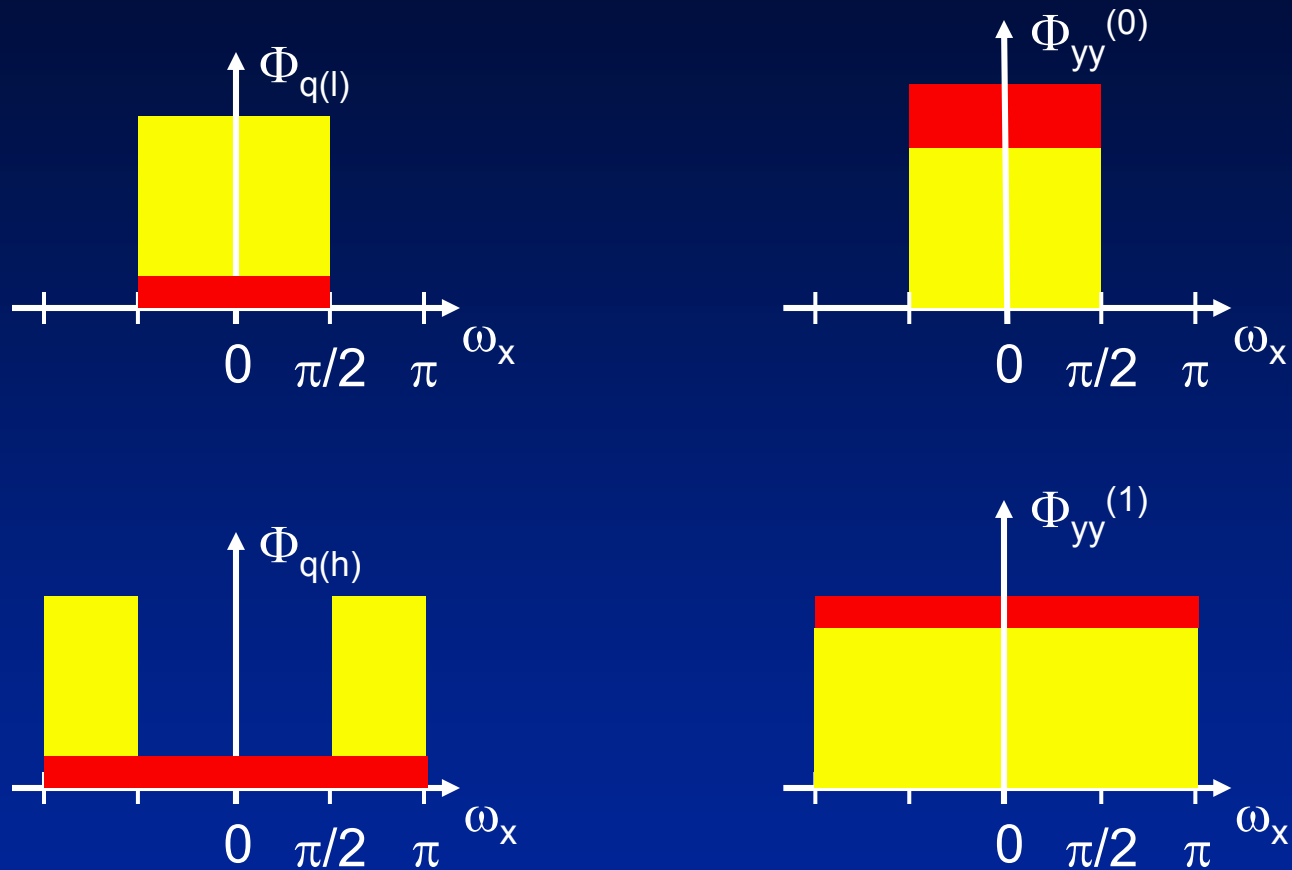
Low-frequent quantization noise in high-band degrades reconstruction

- **Goal:**
Minimize the impact of the low- and high-band quantization noise on the reconstructed images
- **Improve the decoder by an additional “lifting” step**
- **Complement the encoder to permit perfect reconstruction in the noiseless case**



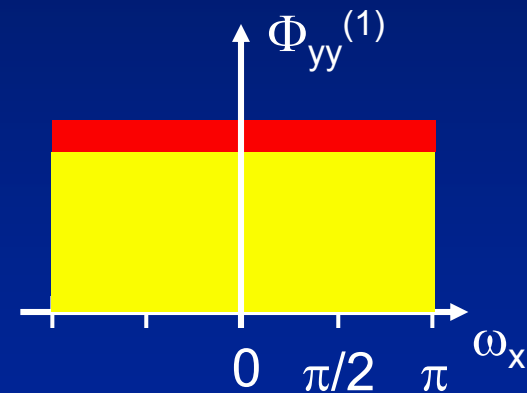
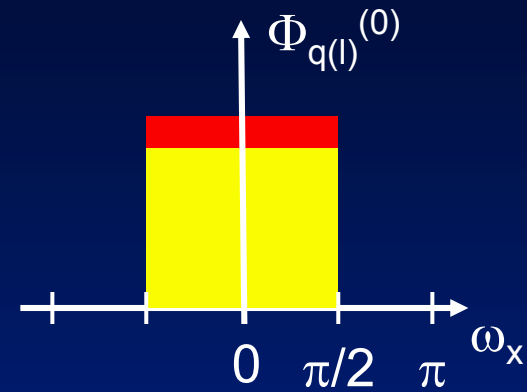
- Perfect reconstruction achievable for any pair of low-pass filters $G(\omega)$ and $U(\omega)$

Additional Spatial Lifting Step II

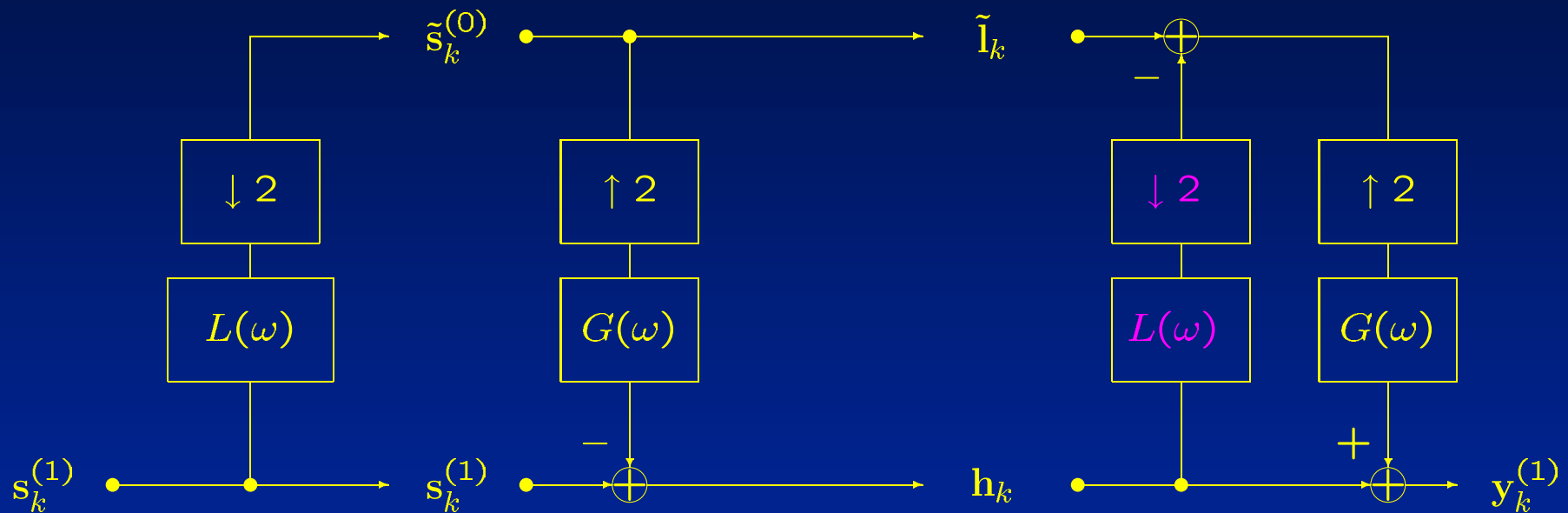


$U(\omega)$ and $G(\omega)$ are orthogonal for low frequencies

- We select the low-band to represent the signal of lower resolution
- This avoids additional quantization noise
- For the signal of higher resolution, perfect reconstruction is possible in the noiseless case

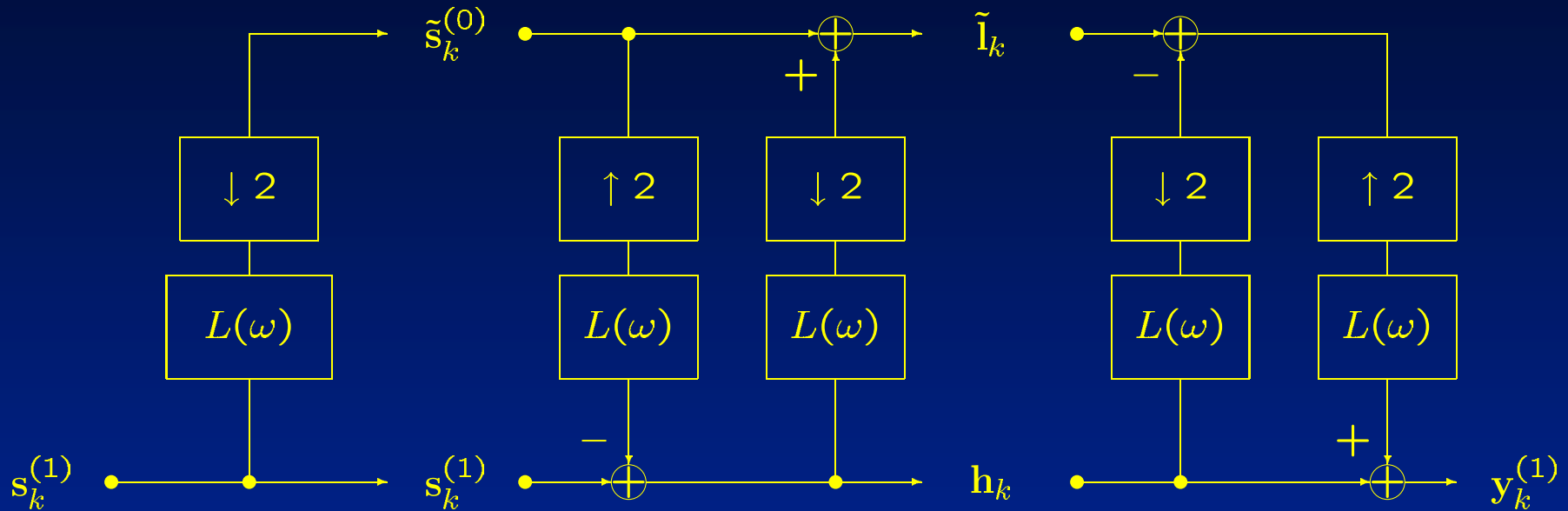


- “Framing Pyramids” [Do & Vetterli, 2003] propose only a reconstruction scheme for the Laplacian pyramid.



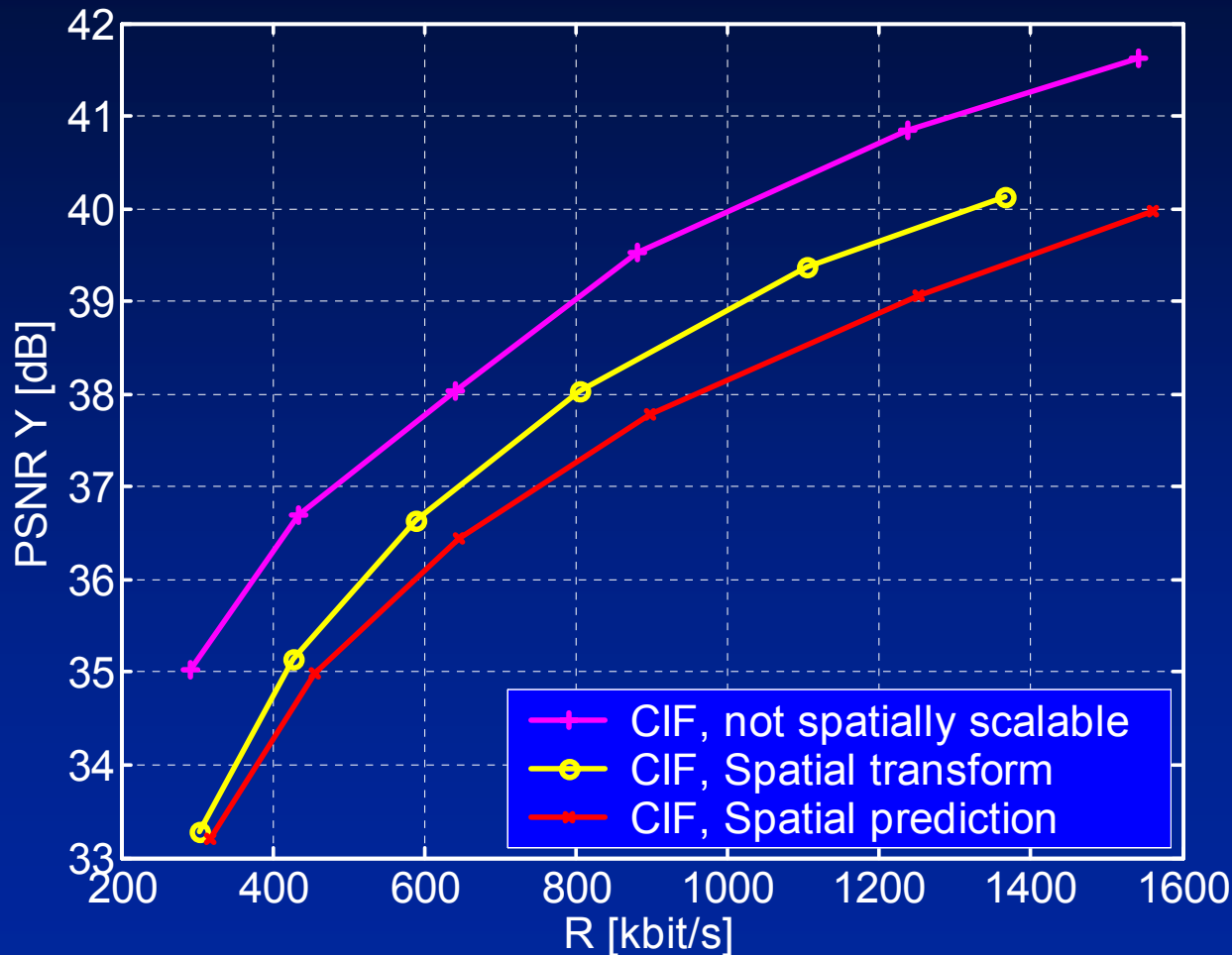
- Reconstruction is the pseudo inverse if $L(\omega)$ and $G(\omega)$ are orthogonal with respect to the sampling factor 2.

- **Coding scheme:**
 - QCIF and CIF pictures are spatially decomposed
 - Spatial subbands are coded with motion-compensated temporal wavelet transforms [MCTF extension of H.263++, Flierl & Girod, PCS 2003]
 - Decoded low-band represents the spatial base layer in QCIF resolution
 - Decoded low- and high-band reconstruct the spatially scalable CIF resolution
- **Experiments:**
 - Motion-compensated Haar and 5/3 kernel
 - GOPs of 32 pictures
 - Neither temporal nor SNR scalability is used



- Low-band pictures \tilde{I}_k represent the image sequence of lower resolution
- The low-pass filter $L(\omega)$ is symmetric

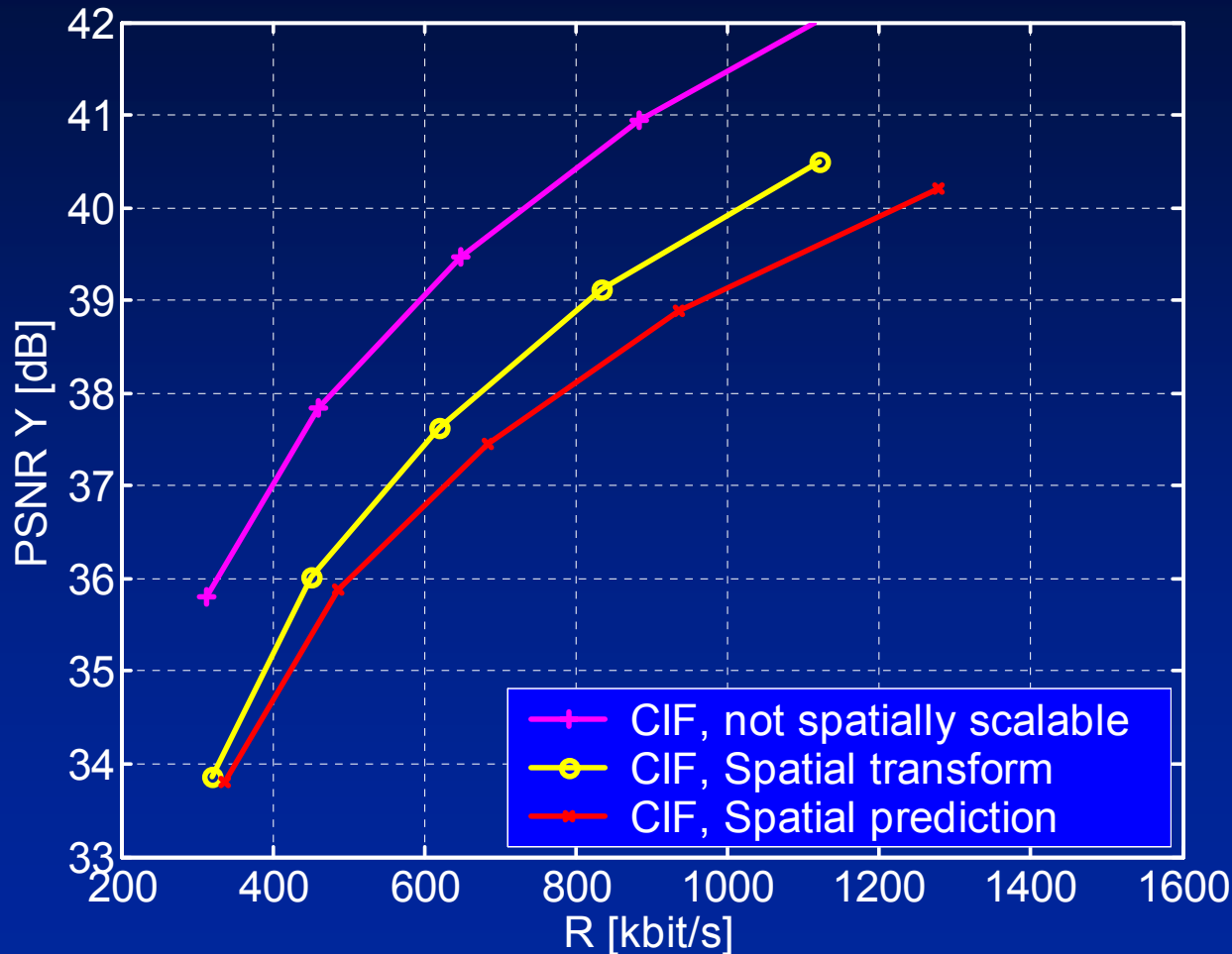
Container Ship, CIF, 30 fps



Motion-compensated
Haar kernel

GOP=32

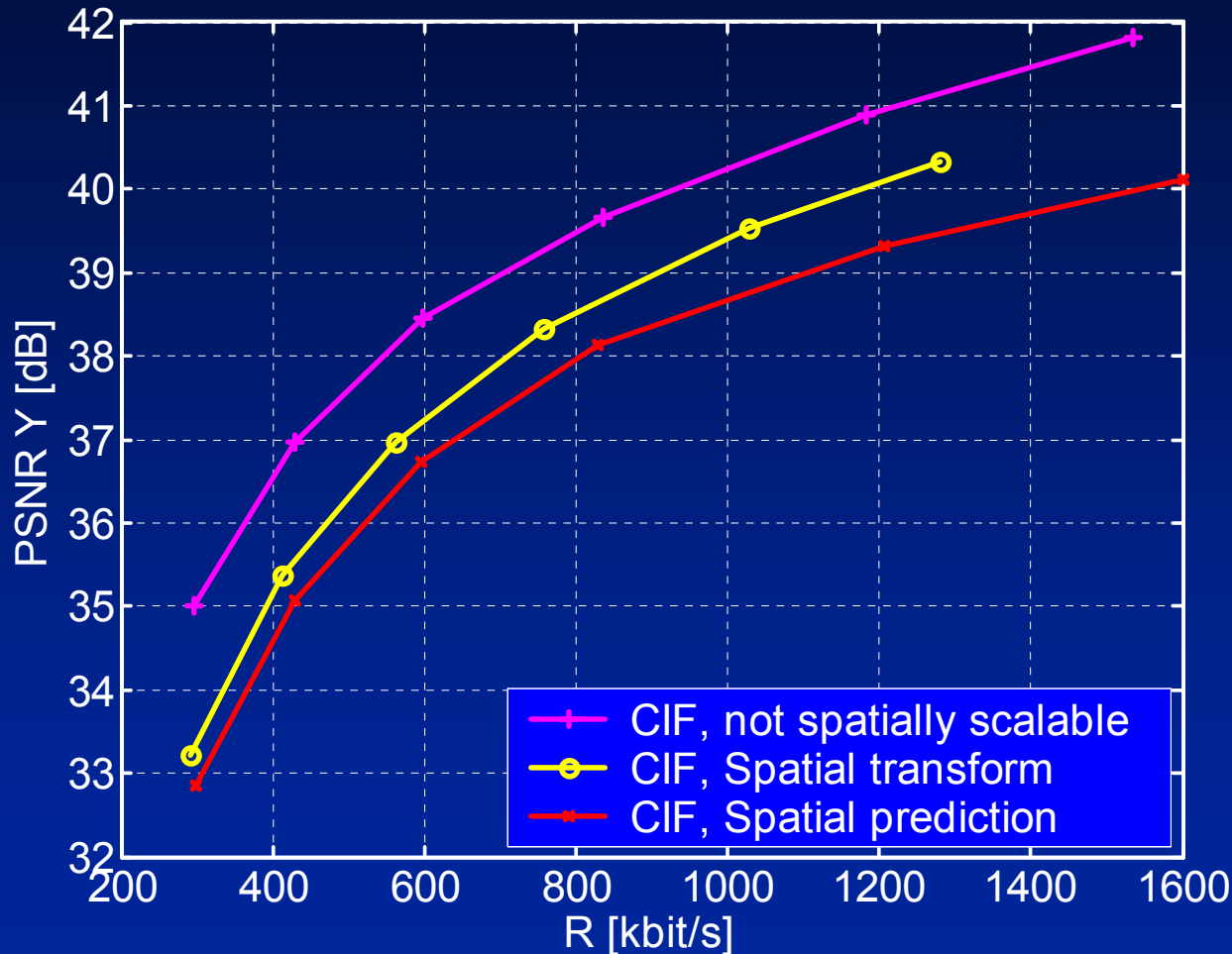
Container Ship, CIF, 30 fps



Motion-compensated
5/3 kernel

GOP=32

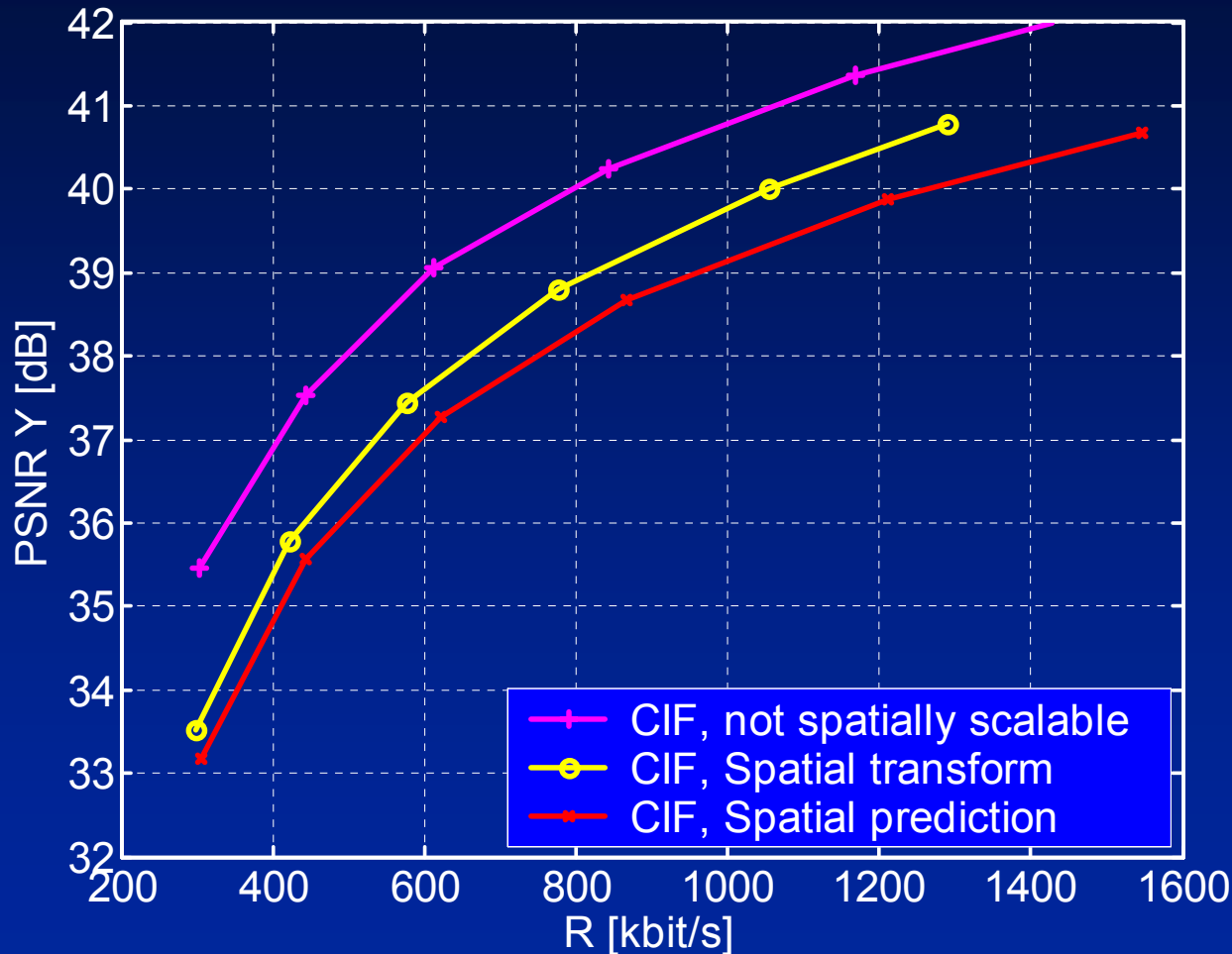
Salesman, CIF, 30 fps



Motion-compensated
Haar kernel

GOP=32

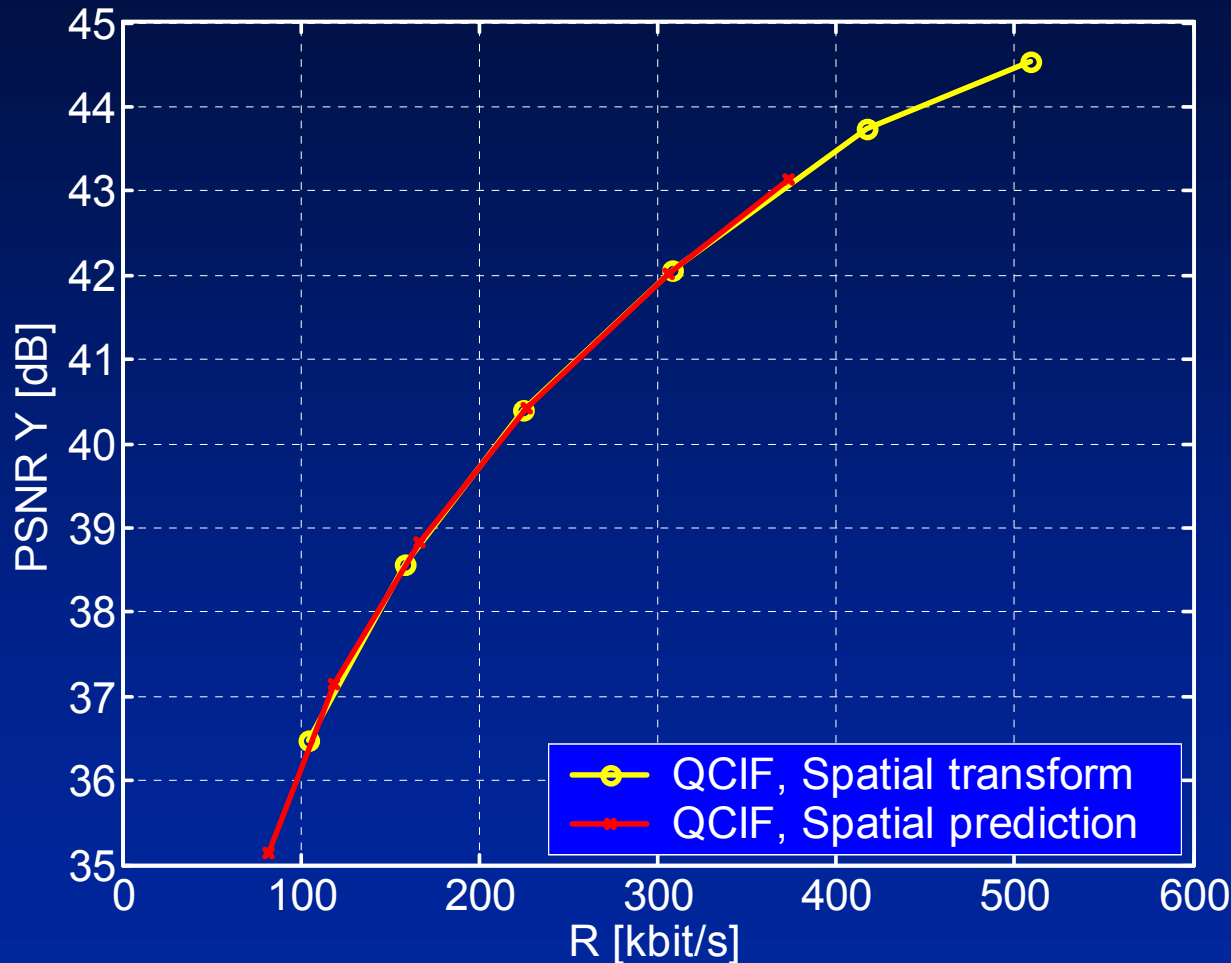
Salesman, CIF, 30 fps



Motion-compensated
5/3 kernel

GOP=32

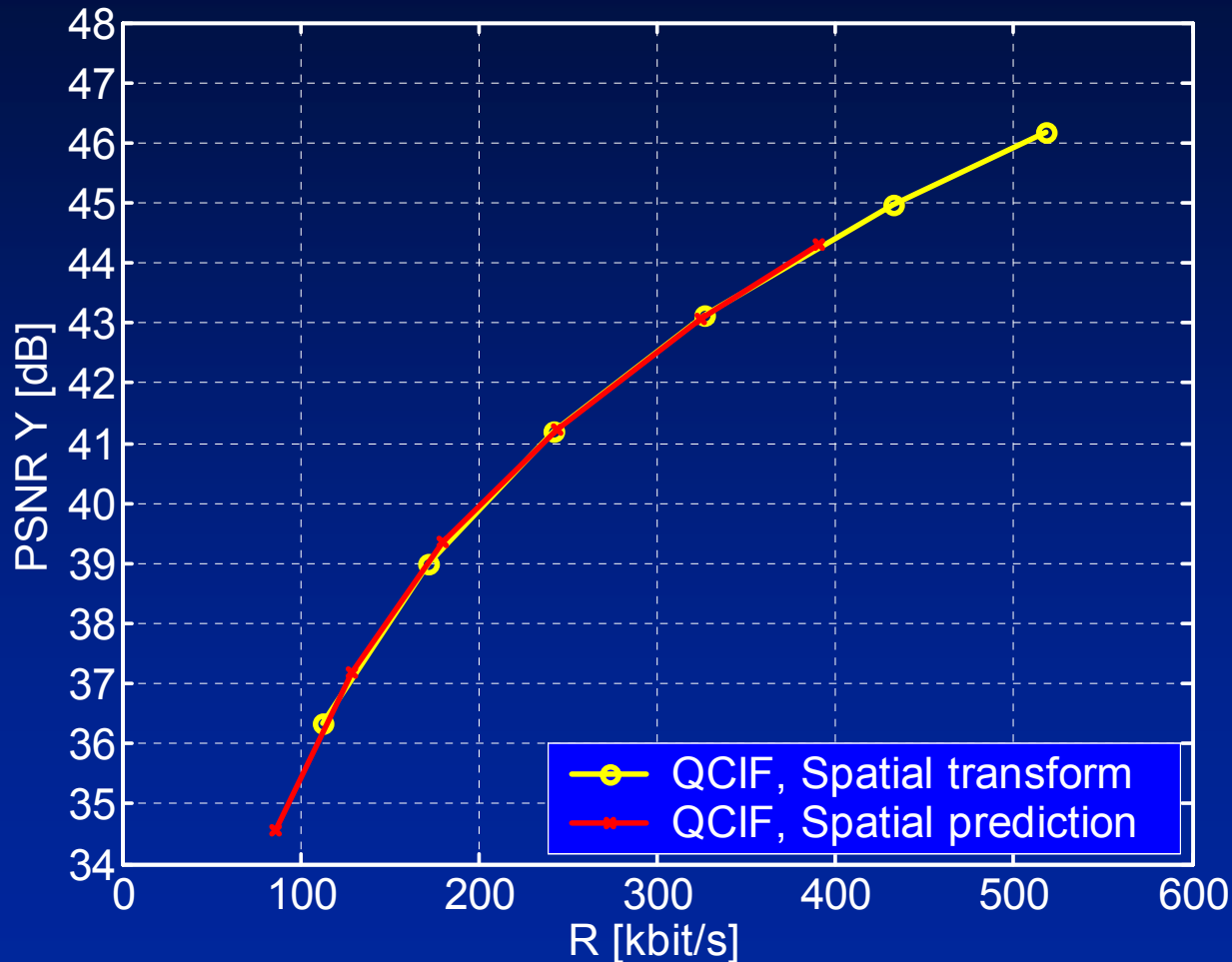
Container Ship, QCIF, 30 fps



Motion-compensated
Haar kernel

GOP=32

Salesman, QCIF, 30 fps



Motion-compensated
Haar kernel

GOP=32

- Discussed a problem of the Laplacian pyramid
- Impact of the low- and high-band quantization noise on the reconstructed images
- Proposed an inter-resolution decomposition and composition with the following advantages:
 - *Quantization noise is handled efficiently at the decoder*
 - *“Lifting” scheme permits perfect reconstruction in the noiseless case*
 - *Perfect reconstruction even without orthogonal filters*
 - *Improved coding gain over Laplacian pyramid*