

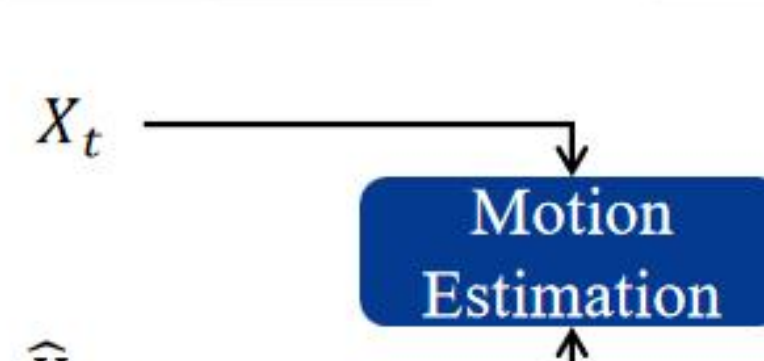
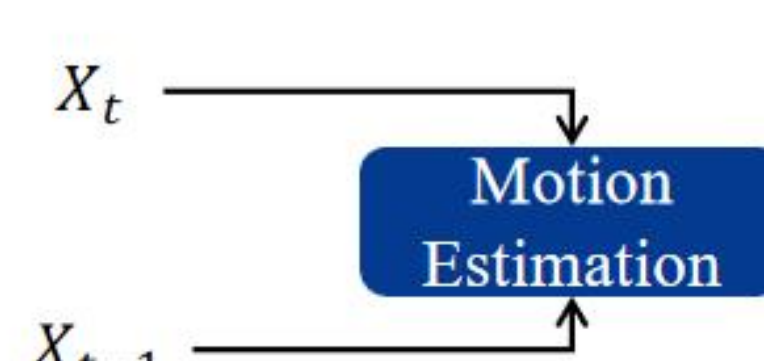
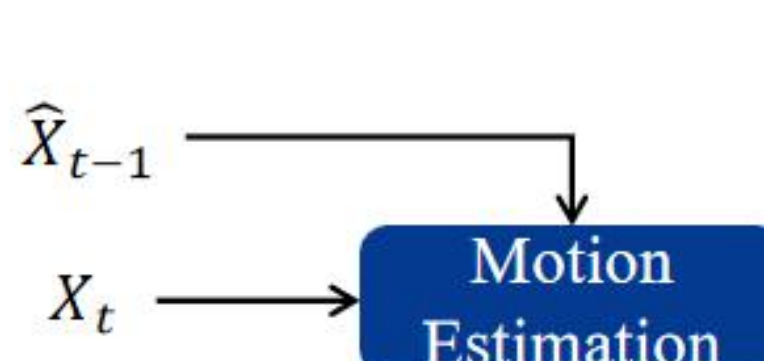


Structure-Preserving Motion Estimation for Learned Video Compression

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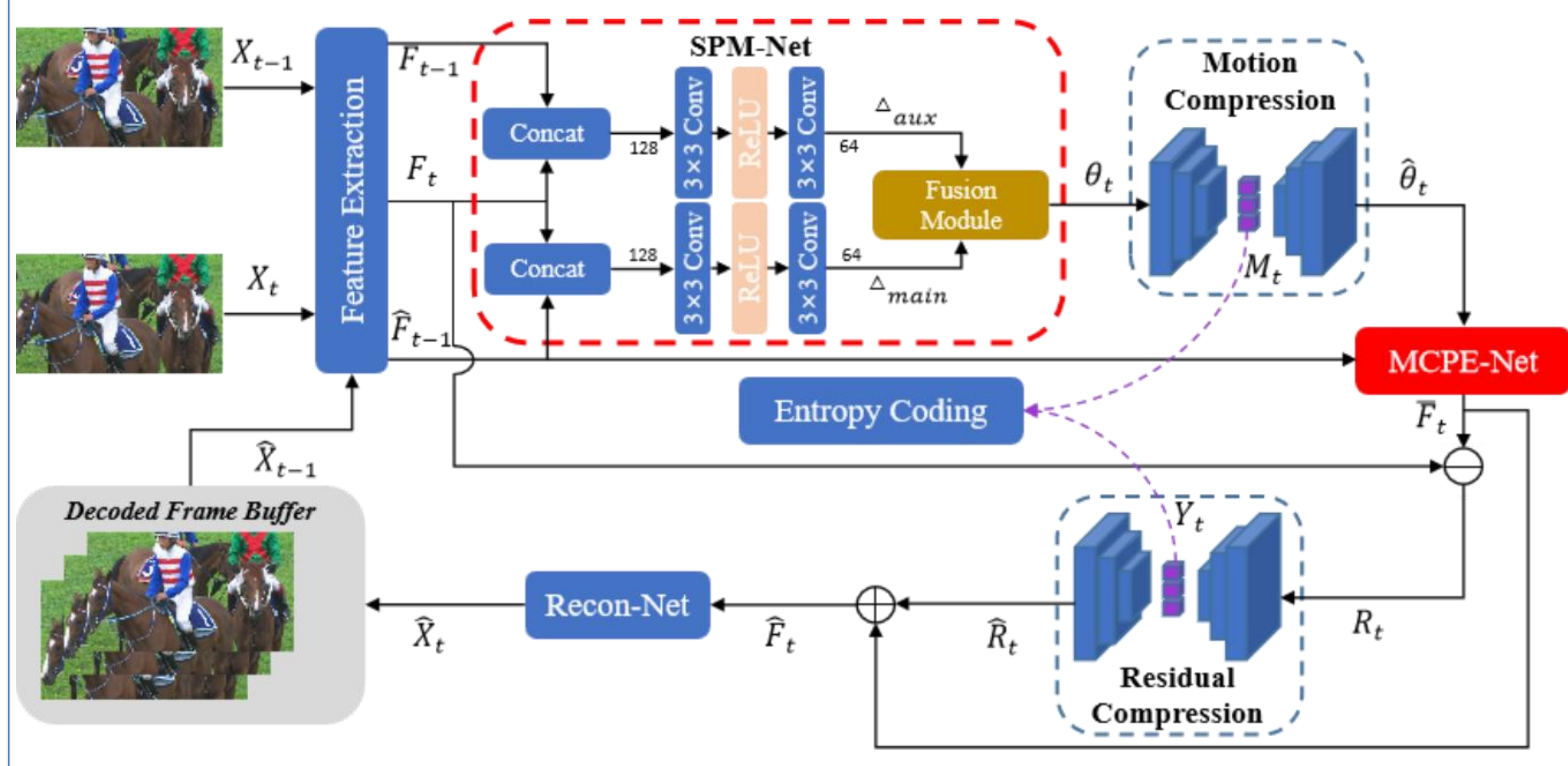
Problem & Proposed method

» Problem statement

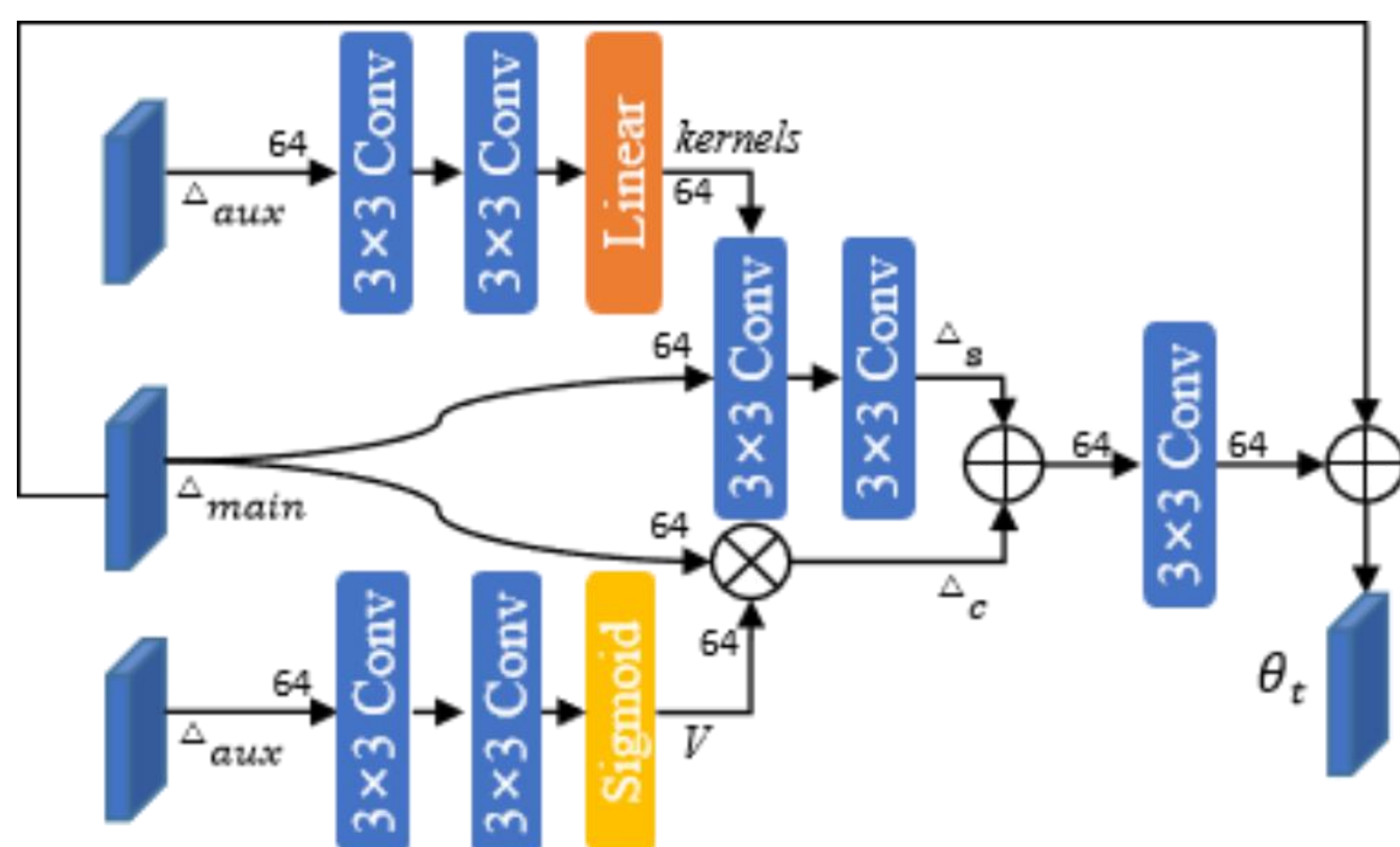
Method	Illustration	Characteristic
Previous & conventional		<ul style="list-style-type: none"> • Damage both the spatial structure of motion inferred and the corresponding residual; • Break the consistent nature across frames since the estimated motion is no longer consistent with the movement in the original video due to the distortion.
Ideal but not corresponding		<ul style="list-style-type: none"> • Spatial structure is preserved when estimating motion; • Non-correspondence at motion compensation stage.
Proposed		<ul style="list-style-type: none"> • Spatial structure is preserved when estimating motion; • Without any non-correspondence at motion compensation stage.

How to use both of them efficiently?

» Overview of proposed method



» Architecture of Fusion Module



$$\begin{cases} \Delta_s = \text{Conv}_{3 \times 3} \circ \text{Conv}_k(\Delta_{\text{main}}), \text{ kernels} = \text{Linear} \circ (\text{Conv}_{3 \times 3})^2(\Delta_{\text{aux}}), \\ \Delta_c = V \otimes \Delta_{\text{main}} \quad V = \text{Sigmoid} \circ (\text{Conv}_{3 \times 3})^2(\Delta_{\text{aux}}), \end{cases}$$

$$\theta_t = \Delta_{\text{main}} + \text{Conv}_{3 \times 3}(\Delta_s + \Delta_c).$$

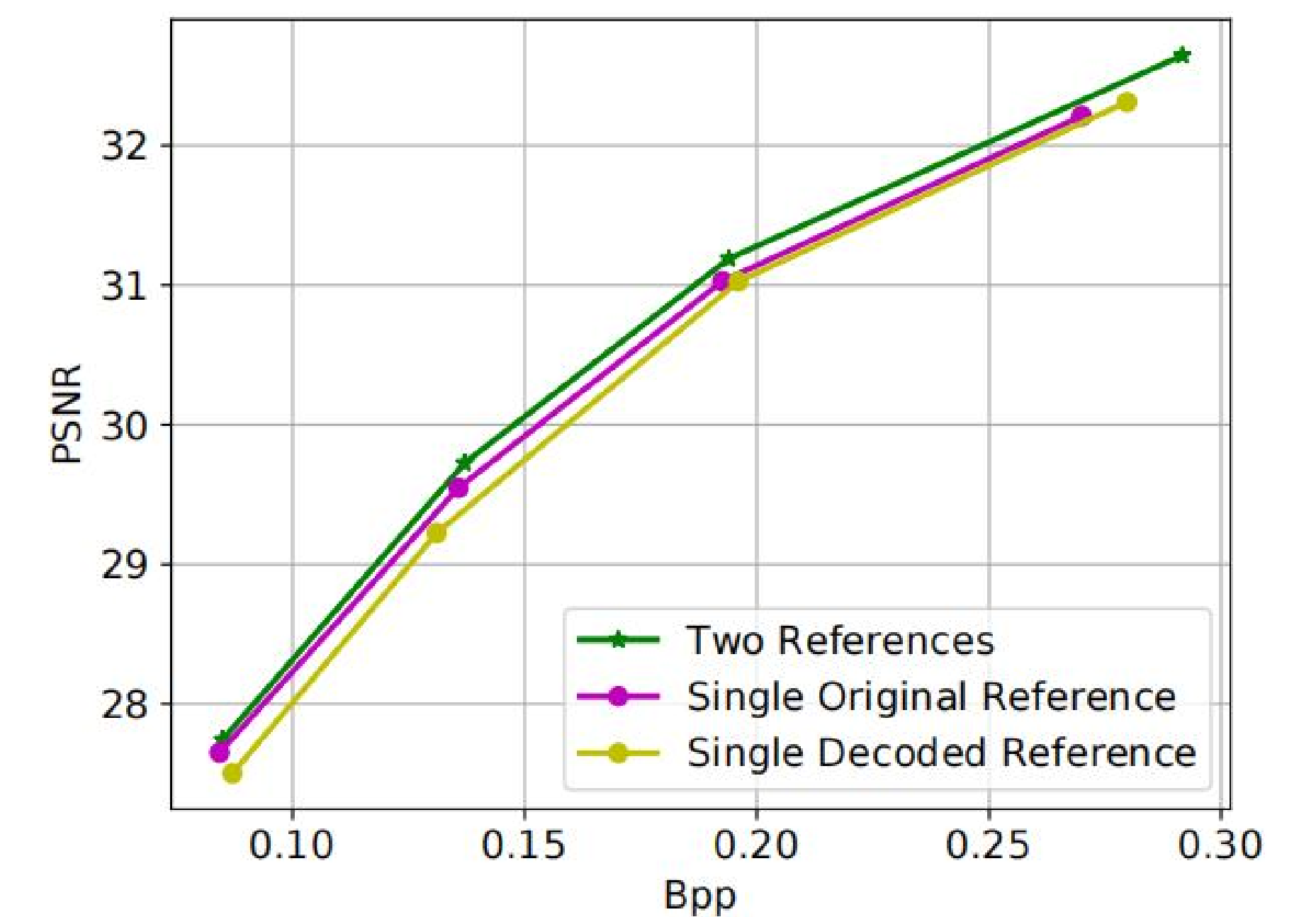
Experiments

» Experimental results

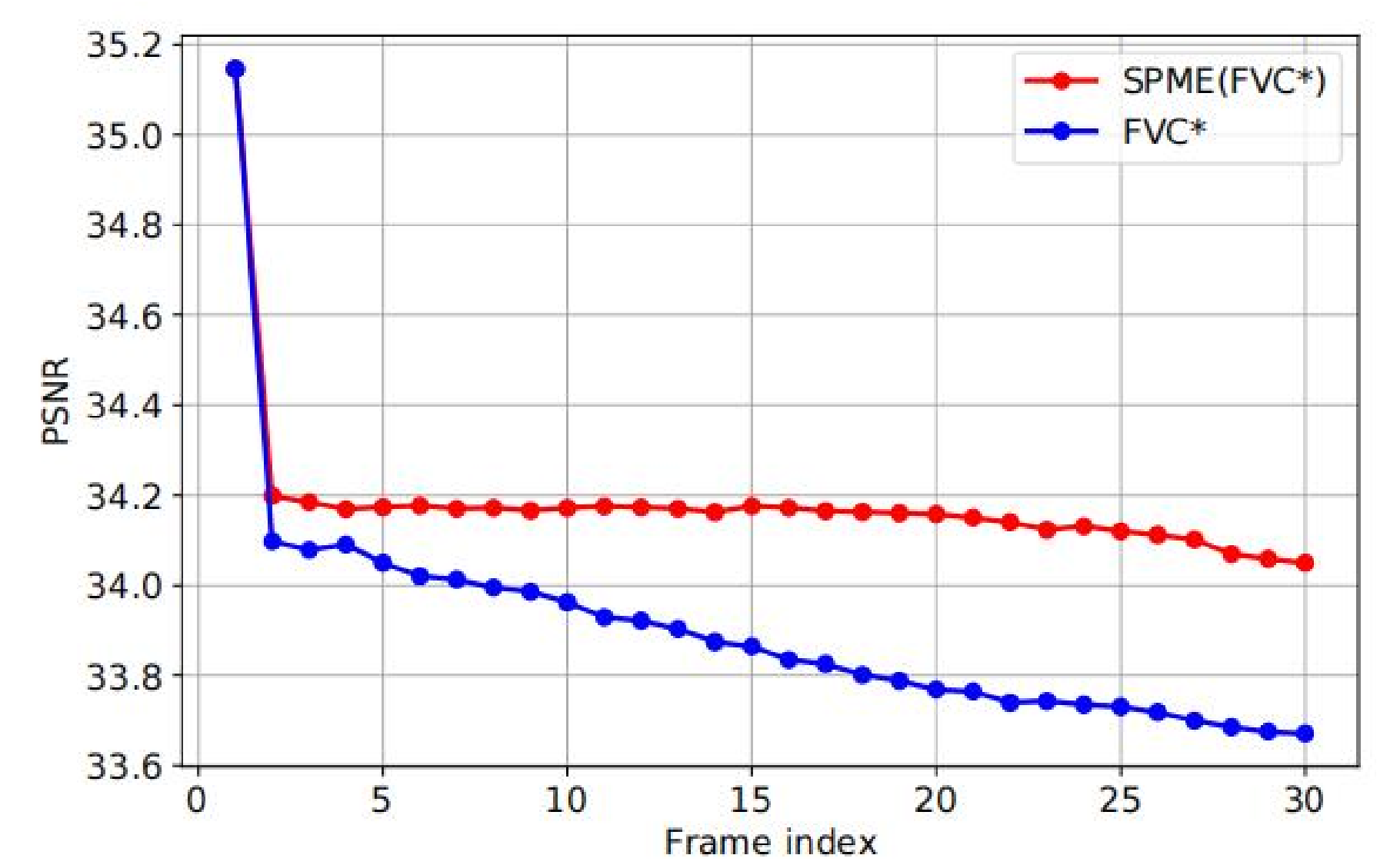
	FVC*	SPME (FVC*)	DCVC	SPME (DCVC)
HEVC Class B	-21.45	-26.78	-35.59	-39.53
HEVC Class C	-2.14	-9.06	-14.88	-18.93
HEVC Class D	-16.55	-21.60	-26.26	-29.98
HEVC Class E	8.31	-11.08	-17.69	-21.04
MCL-JCV	16.12	-3.16	-28.78	-31.70
UVG	-12.82	-16.81	-37.74	-41.30

BDBR results in terms of PSNR.

» Ablation studies



Effect of different reference frames.



The change of PSNR with time inside a GoP.

Conclusion and others

» Conclusion

- Identify a generic limitation of motion estimation in learned video compression;
- Propose a plug-and-play method to use the original previous frame as auxiliary data for motion estimation.

» Citation

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» Reproducibility

Code and Appendix are available at: <https://github.com/gaohan-12/SPME>.

» Contact

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