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A reversibility-gain model for integer Karhunen-Loève transform design in video coding

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Introduction

- Karhunen-Loève transform (KLT)
 - The optimal transform that minimizes distortion at a given bit allocation for a Gaussian source
 - Contains non-integers: need integerization
- Integer-KLT design
$$\mathbf{A} = \text{int}(\mathbf{T} \cdot \alpha)$$
 - $\mathbf{T}$ is the original KLT with non-integers
 - α is a scalar factor
 - 'int' denotes integerization which could be rounding, floor, ceiling or other operations
 - $\mathbf{A}$ is the resulted integer-KLT

Traditional method of integer-KLT design

- Integer-KLTs with mathematical rounding

$$A(i, j) = \text{round}(T(i, j) \cdot \alpha).$$

- Integer-KLTs with TCG

$$\mathbf{A} = \arg \max_{\mathbf{C} \in \Phi} \{ \text{TCG}(\mathbf{C}) \}$$

- Φ is the candidate set of integer-KLTs and $\mathbf{C}$ is a sample in the set
- $\text{TCG}(\mathbf{C})$ is the transform coding gain of $\mathbf{C}$

Integer-KLT design with R-G model

- Reversibility of a Transform $\mathbf{A}$

$$\begin{cases} R(\mathbf{A}) = \|\mathbf{U}\| \\ \mathbf{U} = \frac{\alpha^2 \mathbf{I} - \mathbf{A}^T \mathbf{A}}{\alpha^2} \end{cases}$$

- TCG loss ratio of a transform

$$\text{LR}(\mathbf{A}) = \frac{\text{TCG}(\mathbf{T}) - \text{TCG}(\mathbf{A})}{\text{TCG}(\mathbf{T})} \times 100\%.$$

Integer-KLT design with R-G model

- Reversibility-gain (R-G) model

$$\mathbf{A} = \arg \min_{\mathbf{C} \in \Phi} \{R(\mathbf{C})\} \quad \text{s.t.} \quad 0 \leq \text{LR}(\mathbf{C}) \leq \eta.$$

- η is a threshold to control the TCG of $\mathbf{A}$ close to that of KLT.
- The equation seems to be an optimization problem. We use an enumeration method to solve it since it is not convex.

Performance

- Given 16 KLT matrices, we generate three groups of 16 integer-KLTs by different integerization methods.
 - $\mathbf{A}_r$: Integerization with rounding
 - $\mathbf{A}_g$: Integerization with maximal TCG
 - $\mathbf{A}_{R-G}$: Integerization with R-G model

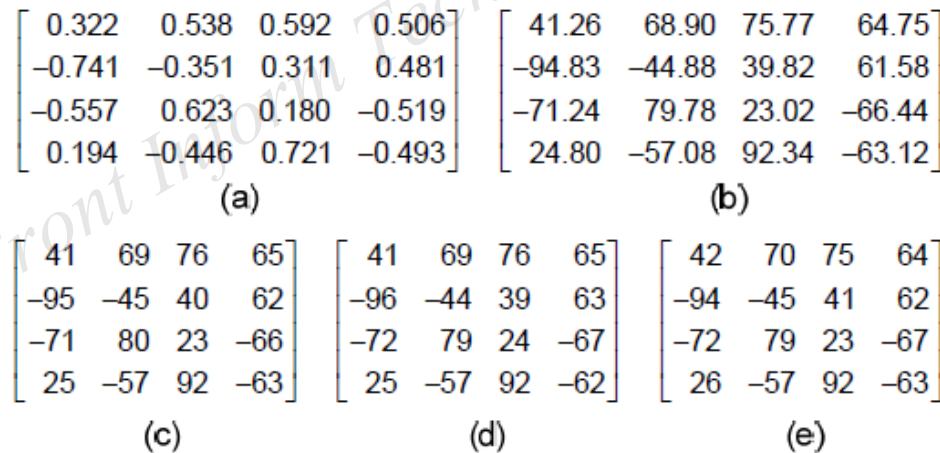


Fig. 3 Row integer-KLTs for vertical prediction mode
 (a) Float KLT matrix; (b) Scaled KLT matrix with $\alpha=128$;
 (c) $\mathbf{A}_r$; (d) $\mathbf{A}_g$; (e) $\mathbf{A}_{R-G}$

Performance

- Performance comparison on video coding
 - BD-bitrate: the bitrate increases of one method when compared with the anchor under the same PSNR
 - Anchor: video coding with A_r
 - Experimental platform: KTA-1.9

Table 5 BD-rates of A_g and A_{R-G} when compared with A_r

Sequence number	High bitrate (%)		Median bitrate (%)	
	A_g	A_{R-G}	A_g	A_{R-G}
0	2.74	-0.78	-0.06	0.03
1	3.60	-0.92	0.02	-0.11
2	1.98	-0.35	0.03	-0.08
3	1.80	-0.77	0.08	-0.05
4	2.30	-1.03	0.29	-0.11
5	2.19	-0.32	0.11	0.06
6	1.00	-0.25	0.00	0.02
7	2.23	-0.72	0.05	0.04
8	3.05	-0.91	0.05	0.01
9	0.83	-0.25	-0.06	-0.07
Average	2.17	-0.63	0.05	-0.02

- Results
 - A_{R-G} has the best rate distortion performance in video coding

Conclusions

- In this paper, we discuss integerization of KLT and focus on how to maintain useful properties (orthonormality and high TCG) of KLT for video compression.
- An R-G model that jointly considers the TCG and reversibility of a transform is proposed for integer-KLT design. The experimental results show effectiveness of R-G model.