Recursive Fusion and Deformable Spatiotemporal Attention for Video Compression Artifact Reduction

Supplementary file

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Tab. 1 shows the results of BD-BR reduction of test sequences with the HEVC baseline as an anchor. All BD-BR are calculated with *QP*=22, 27, 32, 37, 42, except that STDF [1] is done with four *QPs*.

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Table 1: Overall BD-BR reduction (%) of test sequences with the HEVC baseline as an anchor. Calculated at *QP* = 22, 27, 32, 37 and 42.

Sequence		AR-CNN [2]	DnCNN [8]	Li *et al.* [4]	DCAD [6]	DS-CNN [7]	MFQE 1.0 [5]	MFQE 2.0 [3]	STDF-R3L [1]	Ours RFDA
A	*Traffic*	7.40	8.54	10.08	9.97	9.18	14.56	16.98	21.19	**22.70**
	PeopleOnStreet	6.99	8.28	9.64	9.68	8.67	13.71	15.08	17.42	**21.11**
B	*Kimono*	6.07	7.33	8.51	8.44	7.81	12.60	13.34	17.96	**22.32**
	ParkScene	4.47	5.04	5.35	5.68	5.42	12.04	13.66	18.10	**19.85**
	Cactus	6.16	6.80	8.23	8.69	8.78	12.78	14.84	21.54	**21.78**
	BQTerrace	6.86	7.62	8.79	9.98	8.67	10.95	14.72	**24.71**	24.41
	BasketballDrive	5.83	7.33	8.61	8.94	7.89	10.54	11.85	16.75	**20.24**
C	*RaceHorses*	5.07	6.77	7.10	7.62	7.48	8.83	9.61	**15.62**	14.29
	BQMall	5.60	7.01	7.79	8.65	7.64	11.11	13.50	21.12	**21.62**
	PartyScene	1.88	4.02	3.78	4.88	4.08	6.67	11.28	**22.24**	21.11
	BasketballDrill	4.67	8.02	8.66	9.80	8.22	10.47	12.63	15.94	**18.06**
D	*RaceHorses*	5.61	7.22	7.68	8.16	7.35	10.41	11.55	15.26	**17.57**
	BQSquare	0.68	4.59	3.59	6.11	3.94	2.72	11.00	**33.36**	31.65
	BlowingBubbles	3.19	5.10	5.41	6.13	5.55	10.73	15.20	**23.54**	22.89
	BasketballPass	5.11	7.03	7.78	8.35	7.49	11.70	13.43	18.42	**20.42**
E	*FourPeople*	8.42	10.12	11.46	12.21	11.13	14.89	17.50	**22.91**	22.84
	Johnny	7.66	10.91	13.05	13.71	12.19	15.94	18.57	**24.55**	23.87
	KristenAndSara	8.94	10.65	12.04	12.93	11.49	15.06	18.34	23.64	**24.47**
Average		5.59	7.36	8.20	8.89	7.85	11.41	14.06	20.79	**21.73**