

Open in app ↗



Search



★ Get unlimited access to the best of Medium for less than \$1/week. [Become a member](#)



Group of pictures and its structure



Elecard Company · Follow

3 min read · Dec 8, 2021



Listen



Share



More

A group of pictures (GOP) is a set of sequential pictures that defines the order in which intra (I) and inter (P and B) frames appear.

Often a GOP is denoted using two numbers, such as $M = 3$, $N = 12$. M specifies the distance between two reference frames (I or P) and N the distance between two full pictures (I frames). As an example, for $M = 3$ and $N = 12$, the GOP will have the following structure: IBBPBBPBBPBBBI.

I (IDR) frames

I frames are compressed independently of any other frames in the video sequence. The IDR-frame, also referred to as a key frame, is a subtype of I frame. It is the frame at which decoding of the entire stream begins. No frames located between two IDR frames can reference any frames outside this interval.

Sometimes, when the scene view changes, the current and previous frames differ so much that it is more beneficial to use an I frame instead of a P or B frame at the beginning of a new scene. Encoders are capable of responding to such changes — this capability is called scene change detection (SCD).

P and B frames

P and B frames are used to encode the changes in the current frame relative to the preceding frames. The most versatile structure of a P and B frame sequence is two to three B frames per P frame.

B frames are usually a fraction of the size of a P frame, and each B frame adds latency because of buffering and frame reordering. The greater the number of P and B frames used, the higher the compression ratio.

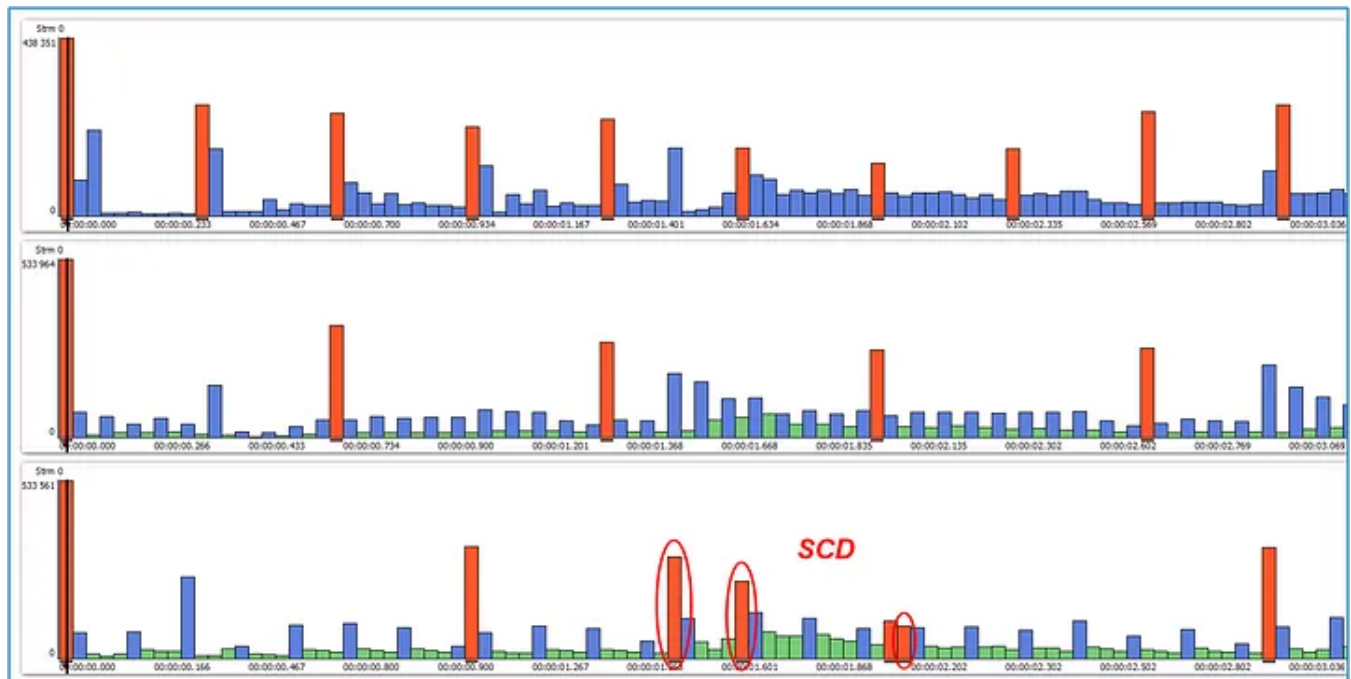


Fig. 3 The GOP structure of video encoded in different ways: 3.1: M=1 N=10, no B frames, no SCD; 3.2: M=2 N=20, B = 1, no SCD; 3.3: M=4 N=30, B = 3, pyramid, SCD.

How to configure encoder for TV broadcasting: tips

- **Length.** Long GOPs are used in files or in OTT broadcasting (for example, when the GOP length in seconds is equal to the chunk duration). For live broadcasting, a smaller GOP is recommended for several reasons, such as:

–According to the DVB standard, PAT/PMT tables should appear at a rate of twice per second (equivalent to a period of 500 ms), and, as a rule, a PAT/PMT table is placed next to an I frame.

–For DVB, the channel switching rate is also very important. The longer the GOP, the more time the switching will take.

- **Structure.** For better quality, use a hierarchical (pyramidal) GOP. This mode allows B frames to reference each other. Adaptive selection of the number of B frames is suited for encoding highly dynamic video sequences with complex motion. In moments of such complex motion, the number of P frames increases, and the GOP structure changes.
- **Scene change detection.** Most encoders detect a scene view change and insert a full I frame into the scene automatically. However, if the content features

frequent scene view changes (e.g. news), inserting full frames can cause the GOP structure to change. This will add several extra seconds of latency to the stream. If a buffer overrun occurs in the receiving device, the viewers will see frozen pictures and pixelation (scene change detection can be seen in Fig. 3).

- **Average (avg) encode ratio for the entire stream and I, P, and B frames:** shows the compression ratio for the raw video. It can be used to verify the overall encoder performance, check whether the encoder has maintained the required proportions in terms of $\text{avg}[\text{EncRatio}(I)] \ll \text{avg}[\text{EncRatio}(P)] \ll \text{avg}[\text{EncRatio}(B)]$, and compare the performance of two encoders using a common set of media files.

name	value	%
stream type	AVC/H.264	
profile	Main	
level	5.1	
chroma format	4:2:0	
resolution	1920 x 1080	
frame rate	29.97	
coding mode	CABAC	
declared bitrate	3 000 000	
duration	00:00:20:020	
mux duration	00:00:20:020	
epsnr	30.61	
frames		
count	600	
I	24 (4.00%)	<div></div>
P	192 (32.00%)	<div></div>
B	384 (64.00%)	<div></div>
size (byte) / encode ratio (avg)	13036 / 239	
I	76 934 / 40	<div></div>
P	19 904 / 156	<div></div>
B	5 608 / 555	<div></div>
bit allocation		
max	9 389 448 [589]	
avg	3 125 601	
min	671 640 [403]	
instant bitrate		
max / min	8 735 616 / 659 184	
qp		
qp max / min	51 / 15	
qp avg	36.25	

Fig. 4 Video sequence information (including encode ratio).

To view the detailed information about the video sequence and perform deep video analysis, we recommend using [Elecard StreamEye Studio tools](#).

Request free demo of the [Elecard CodecWorks encoder](#).

GOP

Broadcasting

Streaming

Videos

[Follow](#)

Written by Elecard Company

25 Followers

Leading provider of components and software products for analysis, monitoring, encoding, decoding and streaming digital video and audio data.

More from Elecard Company



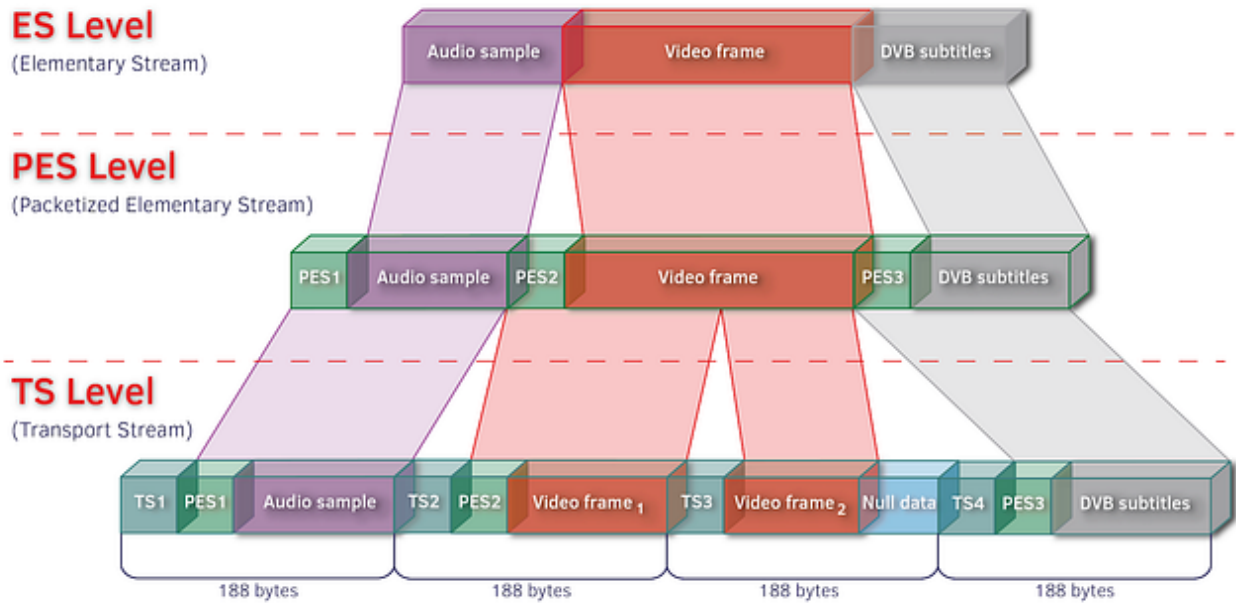
Elecard Company

MPEG-4 vs AVC/H.264 vs MP4. What is the difference?

MPEG-4 video, AVC/H.264, MP4 are all parts of the MPEG-4 group of standards which explains the confusion between them.

2 min read · Jul 27, 2022

5 1

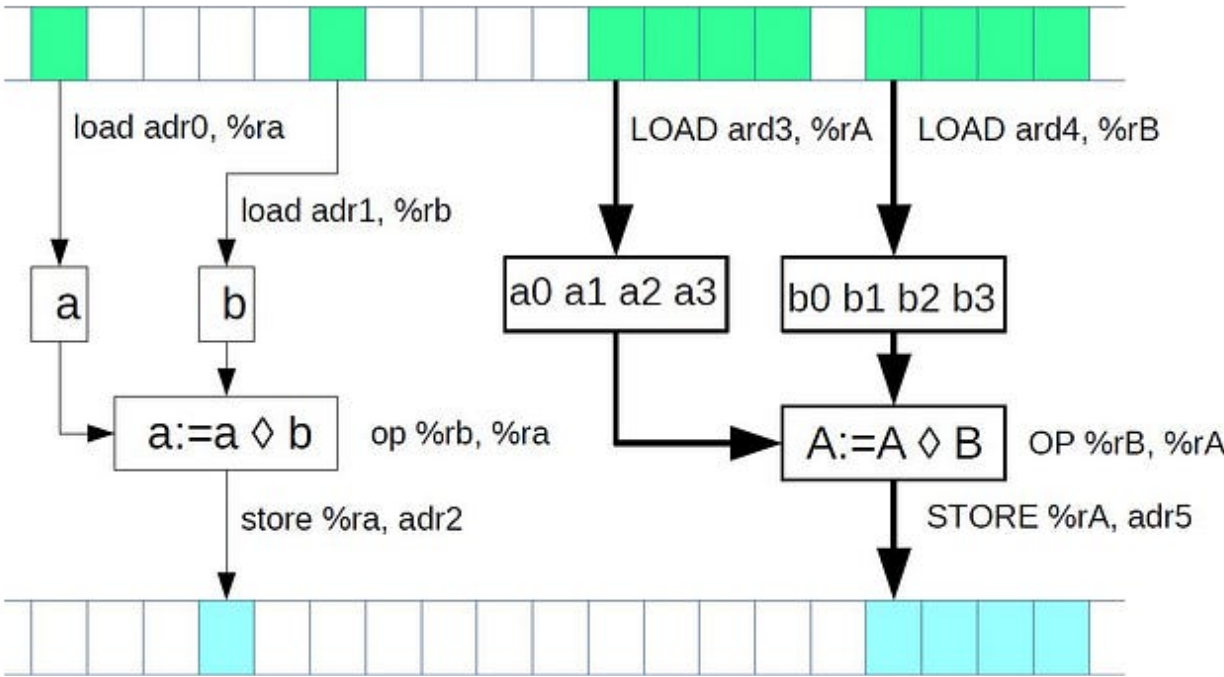


Elecard Company

Timestamp validation in Transport Stream

Transport stream (TS) is the prevailing media data streaming format in IPTV, DVB/ATSC, and OTT digital TV networks. To generate and...

8 min read · Jun 22




Elecard Company

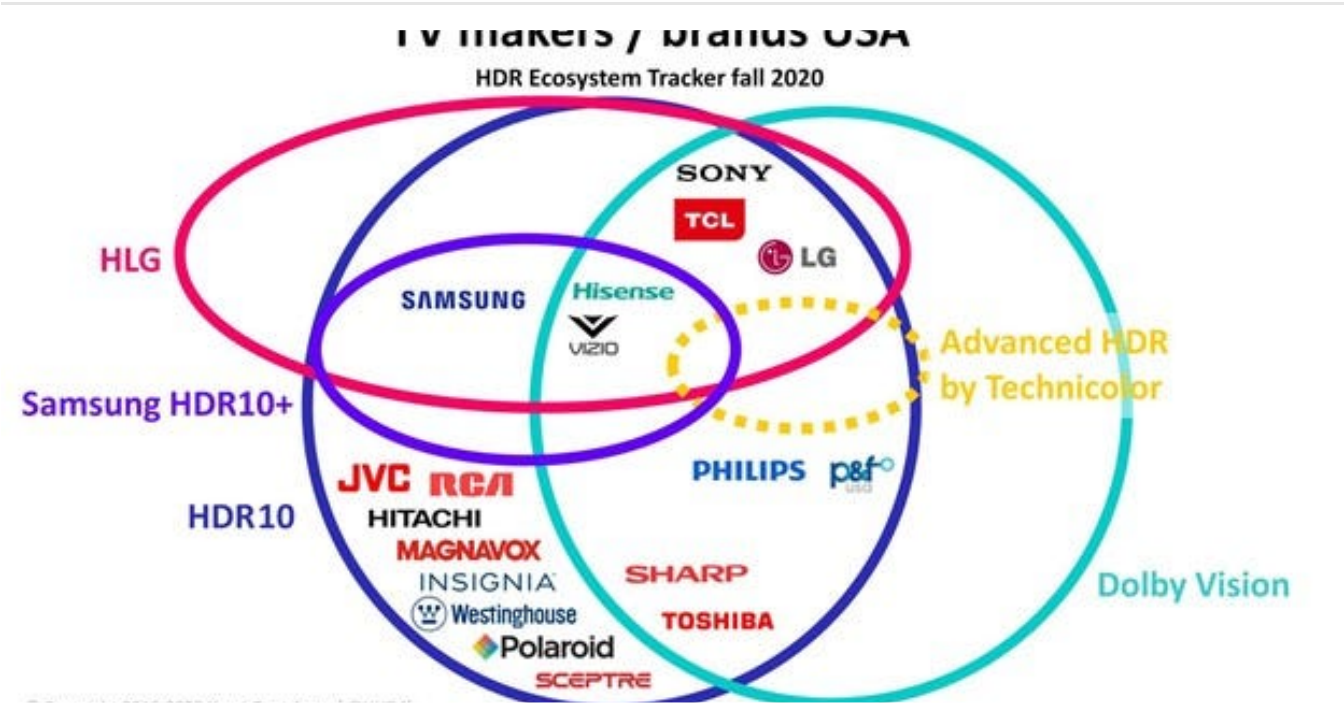
Vector Instructions. Part I

Vector computations are computations where instead of one operation, multiple operations of the same type are performed on several pieces...

19 min read · Feb 2, 2022







 Elecard Company

HDR standards in depth

This article will be useful for QA engineers, application developers, OEM-manufacturers and SOC-designers who want to implement or identify...

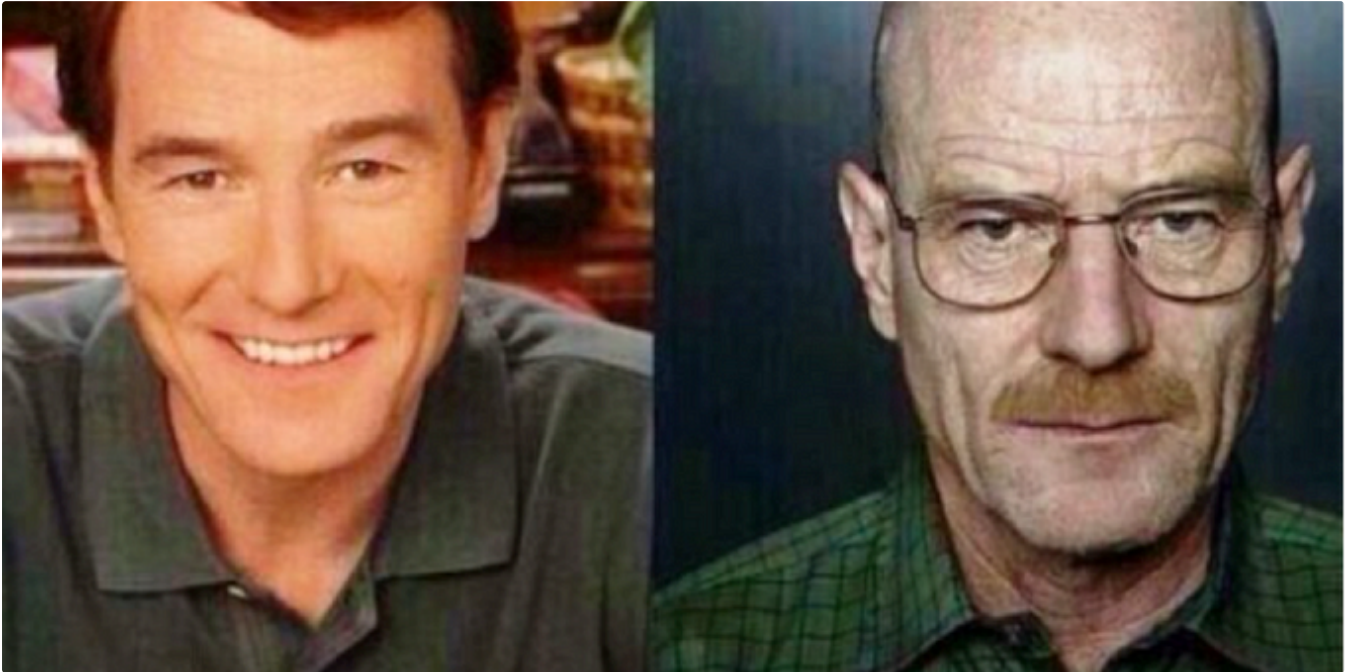
9 min read · Oct 14, 2021

 4 



See all from Elecard Company

Recommended from Medium




 David Goudet

This is Why I Didn't Accept You as a Senior Software Engineer

An Alarming Trend in The Software Industry

★ · 5 min read · Jul 26

 5.7K  61



The ChatGPT Hype Is Over—Now Watch How Google Will Kill ChatGPT.

It never happens instantly. The business game is longer than you know.

🌟 · 6 min read · Sep 1



Lists



Stories to Help You Grow as a Software Developer

19 stories · 619 saves



Medium Publications Accepting Story Submissions


155 stories · 1217 saves



Staff Picks

531 stories · 518 saves



 Vaishnav Manoj in DataX Journal

JSON is incredibly slow: Here's What's Faster!

Unlocking the Need for Speed: Optimizing JSON Performance for Lightning-Fast Apps and Finding Alternatives to it!

16 min read · Sep 28



10.7K



125

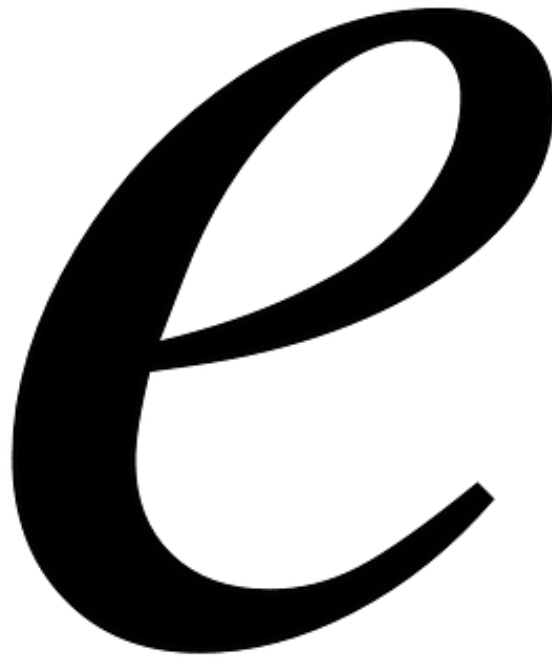


 Techireads in Dev Genius

Rust Unleashed: Advanced Concepts for Powerful Programming

Exploring Custom Derive Macros, Const Generics, FFI, WebAssembly, and More

🌟 · 9 min read · 5 days ago



Evan Wallace


Easy Scalable Text Rendering on the GPU

This post describes the text rendering algorithm I used on thetamath.com, a GPU-powered 2D equation renderer I wrote for fun last December...

8 min read · Apr 6, 2016





 Unbecoming

10 Seconds That Ended My 20 Year Marriage

It's August in Northern Virginia, hot and humid. I still haven't showered from my morning trail run. I'm wearing my stay-at-home mom...

🌟 · 4 min read · Feb 16, 2022

 71K  1017

See more recommendations