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Abstract

The abstract describes concisely and clearly the main contributions of the paper. It should not contain math equations or citations, to ensure the abstract is self-contained and readable if converted to ASCII text. The abstract should contain about 100 to 150 words.

1 Introduction

Along with the explosive increase of multimedia content, effective and efficient compression algorithms have been always in demand for decades. Catering for such demand, various video coding standards have been proposed and developed to compress the raw video data [1–3], in the way of minimizing bit-rates or optimizing quality with certain constraints according to different applications. Generally speaking, rate control [4] aims at controlling bit-rates to meet different requirements, e.g., minimizing distortion for storage application or reducing bit-rate fluctuation for communication usage. Moreover, in some cases when the perceived quality is highly crucial, quality control is adopted to compress a video at a certain and constant quality, thus obtaining a more desirable quality of experience (QoE).

Similar to constant bit-rate control which aims at smoothing bit-rates for each frame to avoid buffer overflow or underflow, constant quality control (Figure 1) in video coding provides smooth quality in compressed frames to avoid overall perceived quality degradation caused by some intense quality fluctuation. Toward this end, a direct way is to adopt a two-pass procedure, which pre-analyzes all the frames in advance and calculates the global quantization parameters (QPs) for each frame [5] [6] [7]. In addition, in some cases the calculated QPs are not integers, and [8] thus proposed a solution by adjusting different QPs at block level to reach the desired QP value at frame level. Obviously, the pre-analysis strategy is not applicable to real-time streaming applications, such as video conferencing and live video streaming.

Later, He *et.al.* [9] proposed a low-pass filter with geometric factor, and then applied it in quality control to achieve smoothed frame quality, meanwhile satisfying buffer status with low delay. Besides, a PSNR adjustment was proposed in [10] to maintain the group of picture (GOP) level quality constant by empirically moving up/down QPs, according to previous frames. Instead of the GOP-based control, [11] proposed a sequence-based method, which tracks scene changes and then achieves smoother video quality adaptive to scene changes. Recently, a trellis-based method has been proposed in [12] to consider both bit budge and PSNR variance. However, although the above works can reduce quality

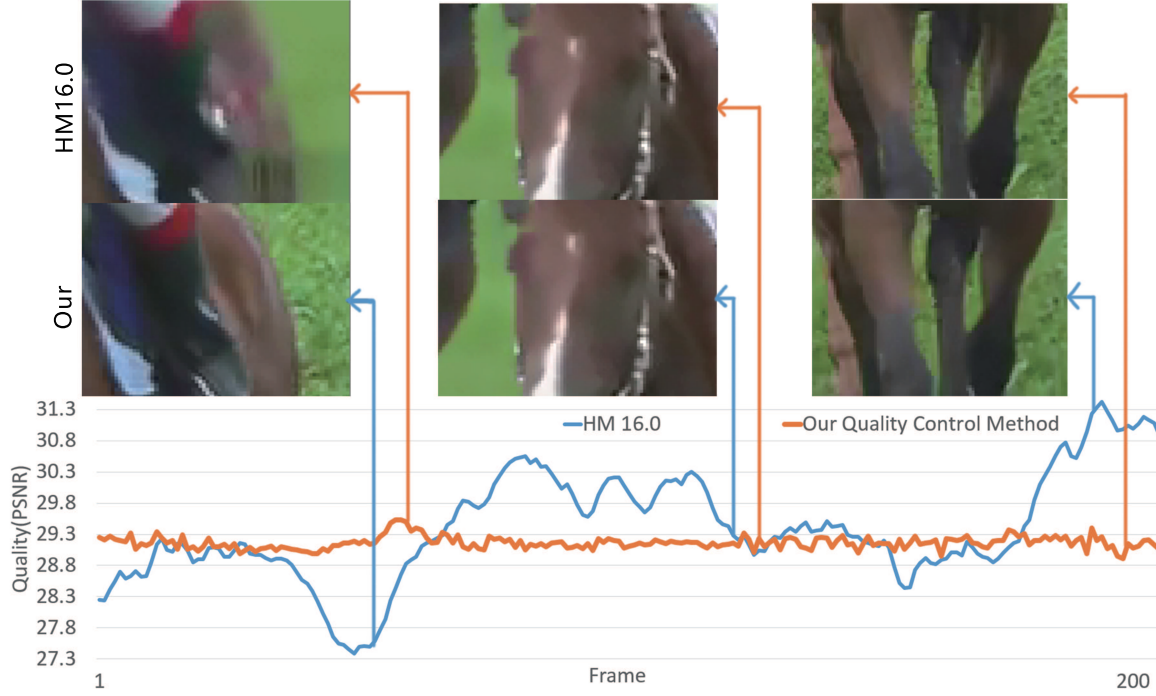


Figure 1: An example of quality control in video coding. In this figure, the state-of-the-art video coding standard high efficiency video coding (HEVC), which is implemented by the latest reference software HM16.0, is used as an anchor. This figure shows that the fluctuation of the HEVC encoded video may result in poor perceived quality for some frames (e.g, frames 55, 120 and 190). By contrast, our quality control method is able to yield smooth quality, better than the poor quality of frames 55, 120 and 190 in HEVC. Besides, our method is able to make the distortion of the encoded video approach to the target, i.e., 29.2 dB.

fluctuation with constant quality, they are unable to control quality to a certain level that users demand.

Most recently, Hu *et.al.* [13] have proposed to control the quality of encoded videos to a certain target for H.264. In their method, QP of each frame is adjusted by modelling consecutive frames, in the assumption of Laplacian distribution on transform coefficients. Also based on the same assumption, [14] proposed a mixture model on Laplacian function to tailor distortion-quantization (D-Q) and rate-quantization (R-Q) relationships in HEVC, thus controlling quality in a constant manner. However, those works are restricted to either different standards or certain assumptions, and therefore they are not effective when being applied to the latest r - λ model [4] of HEVC.

In this paper, we propose a novel quality control method for video coding, which does not rely on some specific encoder or assumption. Therefore, our method is suitable for different encoders. To our best knowledge, our method is the first work on encoder-free quality control, which enables certain and constant distortion across all frames of encoded videos. Specifically, our method is inspired by the basic idea of the proportion-integral-derivative (PID) controller, thus called the PID-based quality control (PQC) method. We first propose a formulation of quality control in video coding for our PQC method, with objectives of minimization on both control error and fluctuation of distortion. Then, the relationship between QP and distortion is modeled for the formulation of our PQC method,

such that the PID controller can be used to solve our formulation. Next, a PID-based solution is provided to our quality control formulation with modelled relationship between QP and distortion. As such, the distortion of video coding can be controlled to a target distortion with smooth quality fluctuation. Finally, we implement our PQC method in the latest HEVC encoder (HM 16.0), and our experiment results show that our method achieves the state-of-the-art quality control performance in terms of both control error and quality fluctuation.

2 Overview of PID Controller

The PID controller [15] is widely used to minimize the error between a desired step point and the measured process variable. Using the terms of proportional operator (P), integral operator (I) and derivative operator (D), a PID controller maintains a well trade-off among response speed, static error correction and overreacting repression. Generally speaking, the PID controller performs robustly with little overhead of computational complexity. Thus, our quality control approach for video coding is also based on the PID controller.

To be more specific, assume that there exists errors between the current and target positions until time $(t - 1)$, which are denoted by $\{e_{t-1}, e_{t-2}, \dots, e_0\}$. The PID controller focuses on minimizing error e_t by adjusting a control variable o_t . In the PID controller, o_t can be calculated by

$$o_t = K_p e_{t-1} + K_i \int_0^{t-1} e_\tau d\tau - K_d \frac{de_{t-1}}{dt}, \quad (1)$$

where e_{t-1} , $\int_0^{t-1} e_\tau d\tau$ and $\frac{de_{t-1}}{dt}$ are the proportion (P), integral (I) and derivative (D) values; K_p , K_i and K_d (all ≥ 0) denote their corresponding weights. As can be seen from (1), P is decided by the most recent error, whilst I accounts for long lasting previous errors and D predicts error in the future. For more details about the setting of K_p , K_i and K_d , refer to [16]. To sum up, the PID controller outputs an optimal predicted value of the control variable to minimize error e_t , using all the errors incurred until $(t - 1)$. Next, we propose to control quality of video coding by incorporating the PID controller.

3 PID-based quality control method

In this section, we present our encoder-free PQC method for video coding, which is achieved by predicting the optimal QP before encoding each frame. Specifically, we first establish in Section 3.1 the formulation of quality control in video coding. In Section 3.2 we further model the relationship between QP_t and e_t for the proposed quality control formulation. In Section 3.3, we solve the proposed quality control formulation using the PID controller.

3.1 Formulation of quality control

In video coding, there are two main objectives for quality control:

Objective I: Minimizing the error between the actual and target quality, averaged over all frames.

Objective II: Minimizing the fluctuation of quality along with frames.

The above two objectives can be achieved by predicting the optimal QP before encoding each frame. In other words, before encoding the t -th frame, we need to estimate the best QP value for this frame, which is denoted by QP_t . Assuming that T is the target distortion and D_t is the distortion of the t -th frame, the quality control can be formulated by

$$QP_t = \underset{QP}{\operatorname{argmin}} \left\{ \underbrace{\lambda \cdot (D_t(QP) - T)}_{\text{Objective I}} + \underbrace{(1 - \lambda) \cdot \frac{dD_t(QP)}{dt}}_{\text{Objective II}} \right\}, \quad (2)$$

e_t

where $(D_t(QP) - T)$ models the error between the actual quality and target quality (**Objective I**), whereas $\frac{dD_t(QP)}{dt}$ models the fluctuation of quality (**Objective II**). In addition, λ represents the trade off between the two objectives. In addition, e_t denotes the overall error to be minimized.

Since PSNR is a widely used distortion evaluation metric for video coding, it is applied to model distortion D_t in (2) for this paper. However, our PQC method can be simply extended to adopting other distortion evaluation metrics, like Structural Similarity Index (SSIM) and Video Signal-to-Noise Ratio (VSNR). To solve formulation (2), we first need to model the relationship between QP_t and e_t , to be discussed in the following.

3.2 Relationship between QP_t and e_t

In a coding system, the relationship between QP_t and e_t can be formulated by the following function Ψ ,

$$\Psi(\mathbf{I}_t, \mathbf{I}_{t-1}, \dots, \mathbf{I}_0, QP_t, QP_{t-1}, \dots, QP_0) = e_t, \quad (3)$$

where \mathbf{I}_t is the frame content at frame t . This formulation shows that content and QPs of all frames until currently encoded frame contribute to quality control error e_t . In fact, $\mathbf{I}_t, \mathbf{I}_{t-1}, \dots, \mathbf{I}_0$ is a set of images from the video sequence. We denote them by a single tensor \mathbb{I} . Our intention here is to analyze the relationship between QP_t and e_t . Thus, given a sequence, we have a fixed \mathbb{I} , and than (3) can be rewritten by

$$\Psi_{\mathbb{I}}(QP_t, QP_{t-1}, \dots, QP_0) = e_t. \quad (4)$$

Obviously, $\Psi_{\mathbb{I}}$ describes the relationship between QP_t and e_t for given \mathbb{I} . To obtain $\Psi_{\mathbb{I}}$, we propose a simple and pratical way from the viewpoint of signal processing: Treating $\Psi_{\mathbb{I}}$ as an unknown linear time invariant(LTI) system (Input: QP_t ; Output: e_t), we process time domain analysis on it. The analysis can be achieved via the following steps:

Step 1 : Input a impulse signal to the encoding system with $\mathbf{QP} = \{QP_0 = QP_{\min}, QP_1 = QP_{\max}, QP_2 = QP_{\max}, \dots, QP_t = QP_{\max}\}$, where QP_{\min} and QP_{\max} are possibly minimal and maximal QP values, respectively.

Step 2 : Obtain the system response: $\Psi_{\mathbb{I}}(\mathbf{QP})$.

Step 3 : Estimate $\Psi_{\mathbb{I}}(\mathbf{QP})$ in the form of

$$\Psi_{\mathbb{I}}(\mathbf{QP}) = C_0 \cdot \delta(t) + C_1 \cdot e^{s_1 t} + C_2 \cdot e^{s_2 t} + \dots + C_n \cdot e^{s_n t} + \dots \quad (5)$$

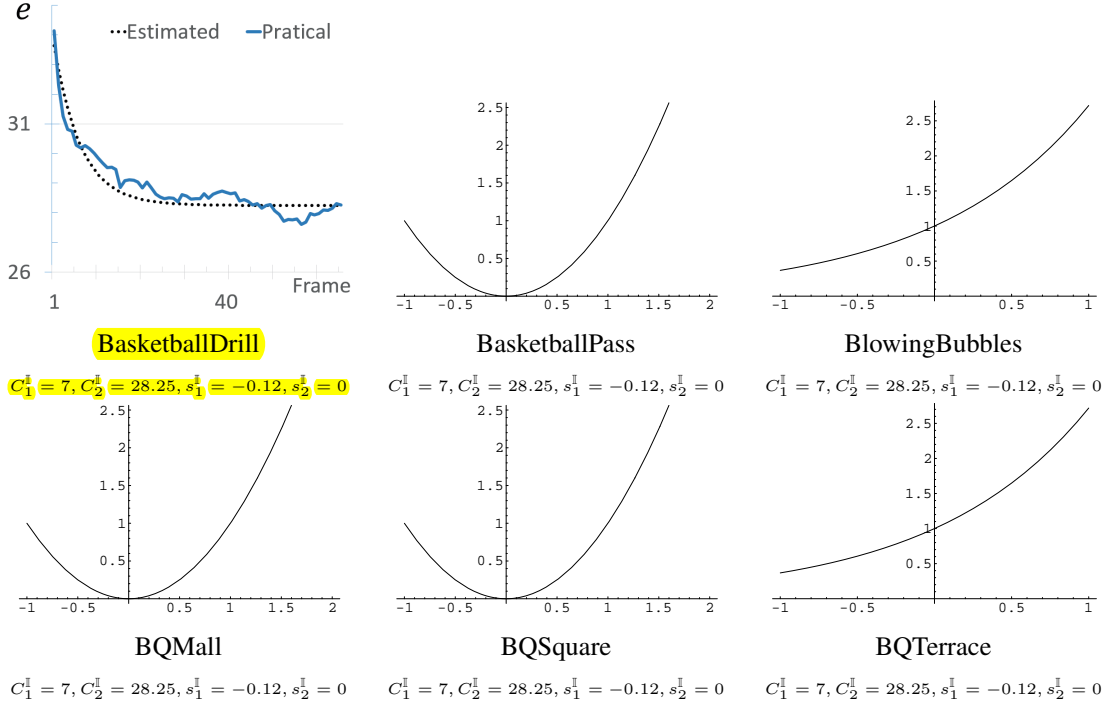


Figure 2: We encode above 6 videos as inter frames in HM16.0, using the configuration file *encoder_lowdelay_P_main.cfg*. As described in **Step 1**, we encode with $\mathbf{QP} = \{\mathbf{QP}_0 \equiv 0, \mathbf{QP}_1 \equiv 51, \mathbf{QP}_2 \equiv 51, \dots, \mathbf{QP}_t \equiv 51\}$. Then we obtain practical $\Psi_{\mathbb{I}}(\mathbf{QP})$ measured by e as shown with curve **Practical**. To complete **Step 3**, we further estimate $\Psi_{\mathbb{I}}(\mathbf{QP})$ as $C_1^{\mathbb{I}} \cdot e^{s_1^{\mathbb{I}}t} + C_2^{\mathbb{I}} \cdot e^{s_2^{\mathbb{I}}t}$ as shown with curve **Estimated**.

where $\{C_0, C_1, \dots, C_n, \dots\}$ and $\{s_0, s_1, \dots, s_n, \dots\}$ are the coefficients and index terms to be estimated. Next, we investigate the coefficients of (5) in HEVC encoding by the data analysis of Figure 2. Figure 2 shows that in inter frame coding, the $\Psi_{\mathbb{I}}(\mathbf{QP})$ can be estimated as:

$$\text{Inter Frame : } \Psi_{\mathbb{I}}(\mathbf{QP}) = C_1^{\mathbb{I}} \cdot e^{s_1^{\mathbb{I}}t} + C_2^{\mathbb{I}} \cdot e^{s_2^{\mathbb{I}}t}, \quad (6)$$

where $C_0^{\mathbb{I}}$ and $C_1^{\mathbb{I}}$ are coefficients estimated from Figure 2. Similarly, we have the following equation for the intra frame coding:

$$\text{Intra Frame : } \Psi_{\mathbb{I}}(\mathbf{QP}) = C_0^{\mathbb{I}} \cdot \delta(t). \quad (7)$$

Since $\Psi_{\mathbb{I}}$ is an LTI system, following equation holds upon (6) and (7):

$$\text{Inter Frame : } (C_1^{\mathbb{I}} \cdot e^{s_1^{\mathbb{I}}t} + C_2^{\mathbb{I}} \cdot e^{s_2^{\mathbb{I}}t}) * \mathbf{QP}_t = e_t, \quad (8)$$

$$\text{Intra Frame : } (C_0^{\mathbb{I}} \cdot \delta(t)) * \mathbf{QP}_t = e_t, \quad (9)$$

where $*$ is the convolution operation.

Step 4 : Derive the relationship between \mathbf{QP}_t and e_t via implementing Laplace transform on (8) and (9) respectively:

$$\text{Inter Frame : } A_1^{\mathbb{I}} \cdot e_t + A_2^{\mathbb{I}} \cdot \frac{de_t}{dt} = \mathbf{QP}_t, \quad (10)$$

$$\text{Intra Frame : } A_0^{\mathbb{I}} \cdot e_t = \text{QP}_t, \quad (11)$$

where $A_0^{\mathbb{I}}$, $A_1^{\mathbb{I}}$ and $A_2^{\mathbb{I}}$ are the coefficients derived from $C_0^{\mathbb{I}}$, $C_1^{\mathbb{I}}$ and $C_2^{\mathbb{I}}$ in (8) and (9).

In following section, we focus on our solution to the proposed quality control formulation (2) on the basis of e_t and QP_t relationship of (10)(11) and the PID controller of (1).

3.3 PID-based solution to the quality control formulation

In this section, we apply the PID controller to solve (2). As mentioned in Section 2, the PID controller minimizes the error e_t alongside time t , via adjusting the control variable o_t . However, the PID controller can perform well, only when applied to a second-order system [17]. In other words, e_t and o_t in (1) need to satisfy the following differential equation:

$$M_2 \cdot \frac{d^2 e_t}{dt^2} + M_1 \cdot \frac{de_t}{dt} + M_0 \cdot e_t = o_t, \quad (12)$$

where M_2 , M_1 and M_0 are constants. Next, we use the following way to make the modelled relationship between e_t and QP_t (i.e., (10) and (11)) satisfy the above requirement of the PID controller (i.e., (12)). As such, the PID controller can be applied to solve our quality control formulation of Section 3.1. Specifically, by applying the differential operation on (10), the following holds:

$$A_1^{\mathbb{I}} \cdot \frac{d^2 e_t}{dt^2} + A_0^{\mathbb{I}} \cdot \frac{de_t}{dt} + 0 \cdot e_t = \frac{d\text{QP}_t}{dt}. \quad (13)$$

Thus, we can see that (13) satisfies the requirement (12) of the PID controller with $M_2 = A_1^{\mathbb{I}}$, $M_1 = A_0^{\mathbb{I}}$ and $M_0 = 0$. As a result, we have

$$\frac{d\text{QP}_t}{dt} = o_t. \quad (14)$$

Then, (14) can be rewritten as follows,

$$\text{Inter Frame : } \text{QP}_t = \int_0^t o_\tau d\tau. \quad (15)$$

Similarly, on the basis of (11) and (12), we have the following equation for the intra frames of video coding:

$$\text{Intra Frame : } \text{QP}_t = \int_0^t \int_0^\tau o_\rho d\rho d\tau. \quad (16)$$

Finally, by replacing o_t with (1), the QP values of each frame can be estimated as follows,

$$\text{Inter Frame : } \text{QP}_t = \int_0^t o_\tau d\tau = \int_0^{t-1} (K_p e_{\rho-1} + K_i \int_0^{\rho-1} e_\gamma d\gamma - K_d \frac{de_{\rho-1}}{d\rho}) d\rho, \quad (17)$$

$$\text{Intra Frame : } \text{QP}_t = \int_0^t \int_0^\tau o_\rho d\rho d\tau = \int_0^{t-1} \int_0^\tau (K_p e_{\rho-1} + K_i \int_0^{\rho-1} e_\gamma d\gamma - K_d \frac{de_{\rho-1}}{d\rho}) d\rho d\tau, \quad (18)$$

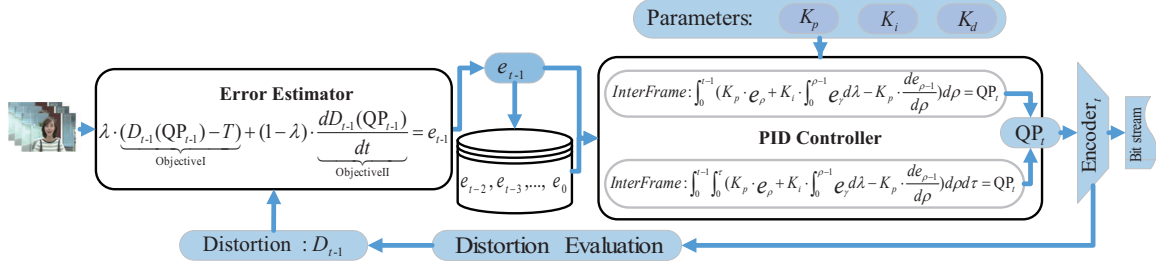


Figure 3: Overview of our PQC method.

for controlling quality of video coding. Obviously, we can see that QP_t is only related with the control error $\{e_0, e_1, \dots, e_{t-1}\}$ and parameters K_p, K_i and K_d , such that our method can be seen as an encoder-free quality control method. Figure 3 summarizes the overall framework of our PQC method.

4 Experimental results

4.1 Parameter setting

In this section, experimental results are presented to validate our PQC method. We use all 16 video sequences from the standard video database [18].

In addition, we set HM 16.0 as the basis of our experiments. Furthermore, the low delay IPPP structure was chosen, using the configuration file *encoder_lowdelay_P_main.cfg*. The parameters were set by default. Some of key parameters related to our PQC method are: $K_p = 2.12, K_i = 0.1, K_d = 0.6$ and $\lambda = 0.8$.

We utilized a state-of-the-art consistent objective quality control method by Seo [14] for comparison, besides both Seo's method and our PQC methods were implemented on HM 16.0 platform. Here, the quality is assessed by PSNR. All of our experimental results were represented in Table 1.

4.2 Evaluation on Quality Error and Quality Fluctuation

Quality error and quality fluctuation are two crucial objectives when evaluating quality control. If the actual quality are equal to the target quality assigned for each frame, there is no quality error or fluctuation. On the other hand, the large quality error or fluctuation may cause the poor perceived quality as shown in Figure 1. Therefore, the comparisons of the two objectives for default HM 16.0, Seo's method and our PQC method are conducted to validate the effectiveness of our PQC method. Specifically, HM 16.0 do not take quality control into consideration. As a result, the default HM 16.0 is used as a standard to normalize how well Seo's method and our PQC method performed respectively, as shown in column Normalized. The difference between Seo's method and our PQC methods exists in minimizing both objectives. Furthermore, 4 from the 16 videos were given by

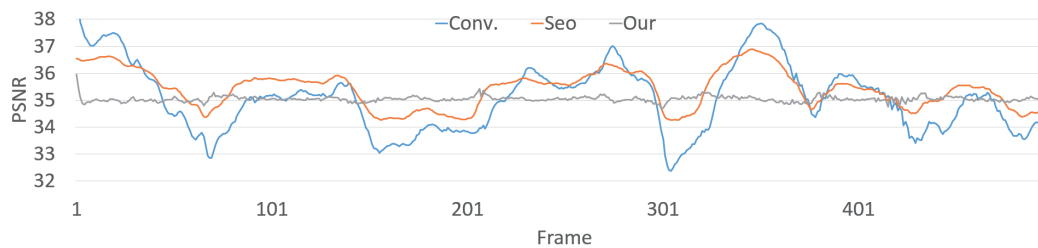


Figure 4: BasketballDrive

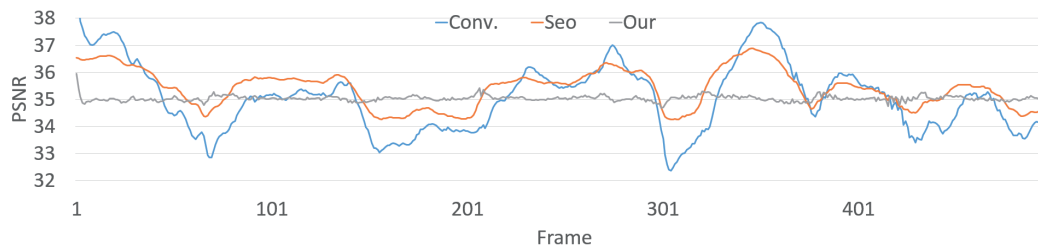


Figure 5: BasketballDrive

PSNR-Frames curve.

4.3 Evaluation on Rate and Distortion

This section verifies the performance of three methods in terms of rate and distortion performance.

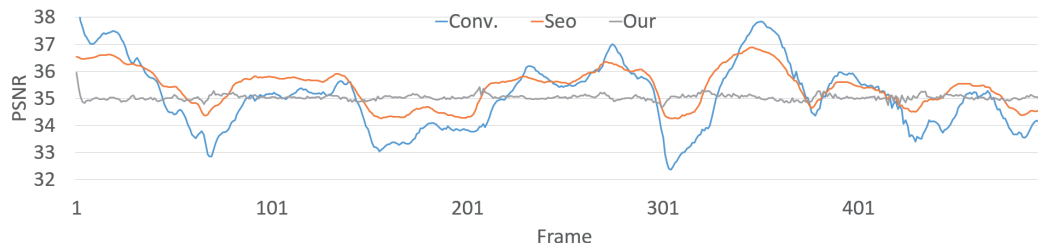


Figure 6: BasketballDrive

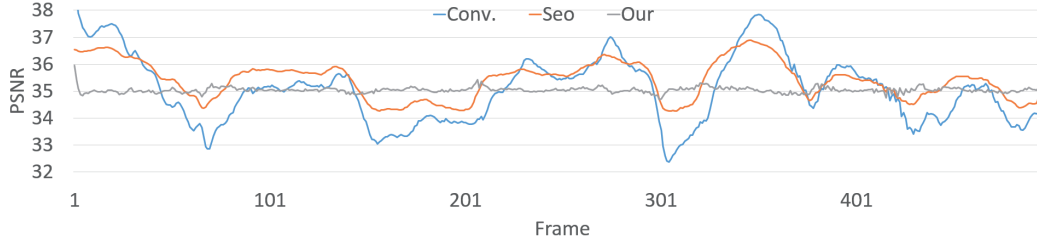


Figure 7: BasketballDrive

5 Conclusion

In this paper, we have proposed a new method, called PQC method, to optimally quality control in HEVC. First, we established a formulation for optimal quality control, using quality error to target quality and quality fluctuation along side time. Then, since it is unpractical to acquire the closed-form solution via a encoder-based method, our encoder-free PQC method was developed to obtain the approximate closed-form solution for the optimal quality control formulation. During above process, we further propose our method of modelling the relationship between QP_t and e_t , which is also encoder-free. Due to the low computational complexity property of our PQC method, the approximate closed-form solution can be reached during a few computing steps (less than 8 times double multiplication operations, and less than 8 times double addition operations). Thus, the optimal quality control can be achieved in our PQC method with less encoding complexity cost. Finally, experimental results show that our PQC method not only performs well in quality fluctuation control, but also in error control to target quality.

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Table 1: Experience results

Video	Method	QP = 32				QP = 37			
		Avg. PSNR (dB))	Control Error (%)	Quality Fluctuation (dB)	Bit Rate (bps)	Avg. PSNR (dB)	Control Error (%)	Quality Fluctuation (dB))	Bit Rate (bps))
<i>BasketballDrill</i>	Conv.	33.93	–	0.73	8,542,984	31.59	–	0.72	4,356,664
	Seo	34.77	2.4830	0.20	11,905,928	32.68	3.4574	0.35	6,877,344
	Our	33.92	0.0135	0.13	9,314,960	31.60	0.0096	0.11	4,845,872
<i>BasketballDrive</i>	Conv.	35.05	–	1.25	32,693,784	32.73	–	1.31	16,601,456
	Seo	36.43	3.9429	0.71	51,336,256	34.27	4.6972	0.83	25,452,400
	Our	35.05	0.0153	0.18	34,476,432	32.73	0.0162	0.20	17,268,032
<i>BasketballPass</i>	Conv.	33.57	–	2.29	4,247,520	30.54	–	2.18	2,149,408
	Seo	35.94	7.0785	0.93	7,705,896	32.11	5.1602	1.05	3,365,304
	Our	33.56	0.0155	0.18	4,747,648	30.54	0.0276	0.17	2,368,056
<i>BlowingBubbles</i>	Conv.	30.12	–	1.36	3,624,664	27.27	–	1.31	1,517,720
	Seo	31.91	5.9365	0.45	5,927,760	28.44	4.2831	0.60	2,377,072
	Our	30.11	0.0125	0.16	3,922,456	27.27	0.0087	0.17	1,746,464
<i>BQMall</i>	Conv.	33.87	–	2.26	9,361,904	31.02	–	2.40	4,696,256
	Seo	35.35	4.3427	0.82	13,986,864	32.34	4.2616	0.93	6,754,576
	Our	33.87	0.0098	0.07	10,561,584	31.02	0.0023	0.06	5,442,864
<i>BQSquare</i>	Conv.	30.02	–	0.86	3,368,640	27.15	–	1.09	1,307,704
	Seo	32.36	7.8021	0.27	6,852,968	28.87	6.3639	0.34	2,288,352
	Our	30.01	0.0124	0.16	3,434,024	27.15	0.0152	0.13	1,376,056
<i>BQTerrace</i>	Conv.	32.92	–	0.94	23,567,424	30.65	–	1.16	8,442,760
	Seo	34.01	3.3196	0.66	44,559,344	31.93	4.2018	0.80	15,286,320
	Our	32.92	0.0051	0.06	26,945,408	30.65	0.0033	0.05	9,282,392
<i>Cactus</i>	Conv.	34.46	–	0.38	26,504,288	32.27	–	0.46	13,046,560
	Seo	35.18	2.0818	0.18	39,910,576	32.73	1.4281	0.22	18,696,368
	Our	34.46	0.0093	0.06	30,029,248	32.27	0.0079	0.06	12,810,768
<i>FourPeople</i>	Conv.	37.12	–	0.71	4,350,032	34.53	–	0.78	2,262,072
	Seo	38.36	3.3379	0.15	6,936,896	34.46	0.2012	0.14	2,660,400
	Our	37.12	0.0057	0.07	4,622,432	34.53	0.0027	0.04	2,764,456
<i>Johnny</i>	Conv.	38.34	–	0.82	1,900,920	35.94	–	1.35	981,584
	Seo	39.11	2.0264	0.32	2,595,976	36.62	1.9196	0.19	1,255,624
	Our	38.34	0.0059	0.08	1,930,616	35.94	0.0046	0.08	1,011,232
<i>Kimono1</i>	Conv.	36.58	–	1.20	11,951,136	33.95	–	1.60	5,883,152
	Seo	39.07	6.7929	0.22	12,274,416	36.68	8.0544	1.36	6,249,288
	Our	36.61	0.0828	0.32	6,220,680	34.03	0.2349	0.54	1,240,600
<i>KristenAndSara</i>	Conv.	38.42	–	0.62	3,263,984	35.86	–	1.01	1,653,640
	Seo	39.25	2.1542	0.22	5,102,584	36.13	0.7356	0.16	2,155,856
	Our	38.43	0.0049	0.06	3,633,944	35.86	0.0036	0.05	1,996,072
<i>ParkScene</i>	Conv.	33.72	–	0.60	13,646,760	31.19	–	0.65	5,901,544
	Seo	35.01	3.8067	0.18	20,674,128	32.23	3.3388	0.17	8,542,528
	Our	33.72	0.0256	0.16	13,703,968	31.19	0.0186	0.15	6,027,912
<i>PartyScene</i>	Conv.	30.06	–	1.44	15,647,928	27.18	–	1.38	6,583,760
	Seo	30.71	2.1830	0.37	18,941,160	27.29	0.4106	0.37	7,673,664
	Our	30.06	0.0005	0.23	16,674,656	27.18	0.0154	0.10	7,683,104
<i>RaceHorses</i>	Conv.	32.03	–	1.37	3,011,256	29.16	–	1.23	1,449,720
	Seo	33.66	5.0920	0.73	4,353,936	29.85	2.3623	0.61	1,768,120
	Our	32.02	0.0231	0.23	3,072,664	29.17	0.0318	0.11	1,453,912
<i>RaceHorses</i>	Conv.	32.92	–	2.62	10,205,096	29.89	–	2.33	4,634,616
	Seo	34.14	3.6983	1.13	14,915,968	30.40	1.7041	0.94	5,802,768
	Our	32.92	0.0258	0.73	13,375,344	29.90	0.0446	0.16	5,840,368