



The Norwegian
Colour and Visual Computing
Laboratory



NTNU

Oslo
University Hospital
The Intervention Centre

Université
Sorbonne
Paris Nord

Use of Deep Learning for Image/Video Compression

PhD Candidate: Congcong Wang¹

Supervisors

Prof. Faouzi Alaya Cheikh¹, Prof. Ole Jakob Elle^{2,3}, Prof. Azeddine Beghdadi⁴

¹Norwegian University of Science and Technology, Norway

³University of Oslo, Norway

²Oslo University Hospital, Norway

⁴University Sorbonne Paris Nord , France

Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

Image/Video Compression

- Why is Compression Needed?
 - A two-hour standard definition (SD) television movie:

$$30 \frac{\text{frames}}{\text{sec}} \times (720 \times 480) \frac{\text{pixels}}{\text{frame}} \times 3 \frac{\text{bytes}}{\text{pixel}} = 31,104,000 \text{ bytes/sec} = 31.104 \text{ MB/sec}$$

$$31,104,000 \frac{\text{bytes}}{\text{sec}} \times (60^2) \frac{\text{sec}}{\text{hr}} \times 2\text{hrs} \cong 2.24 \times 10^{11} = 224 \text{ GB}$$

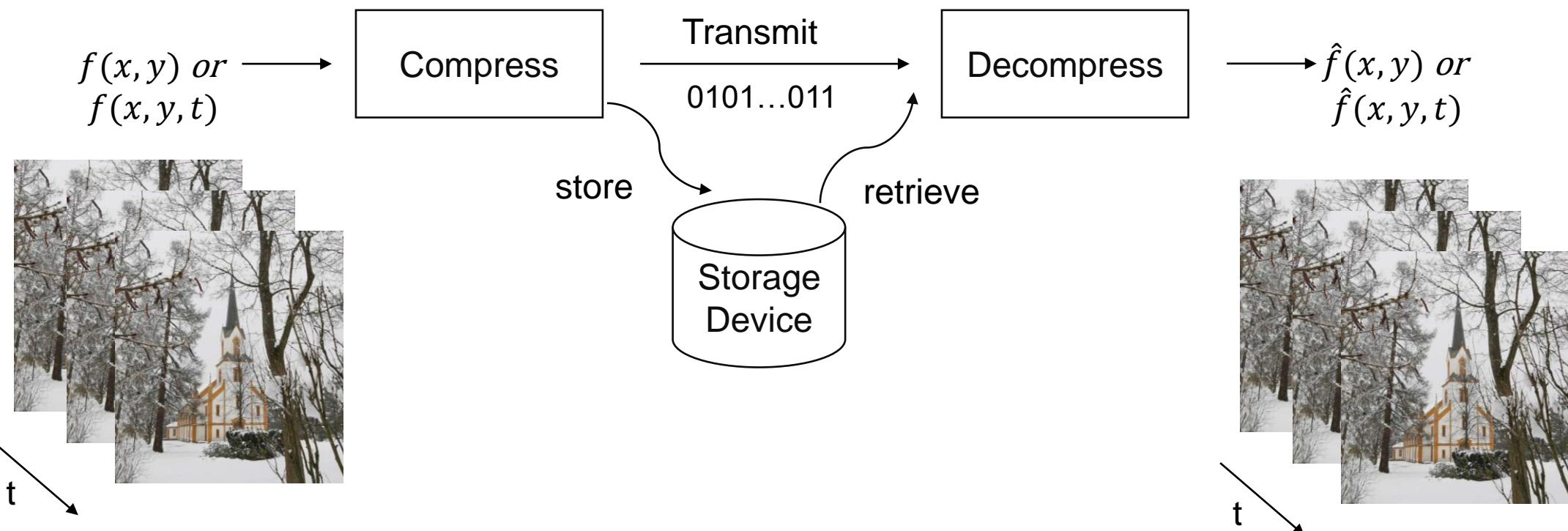
- Full HD (1080p) 1920×1080 : 1344 GB

Compression

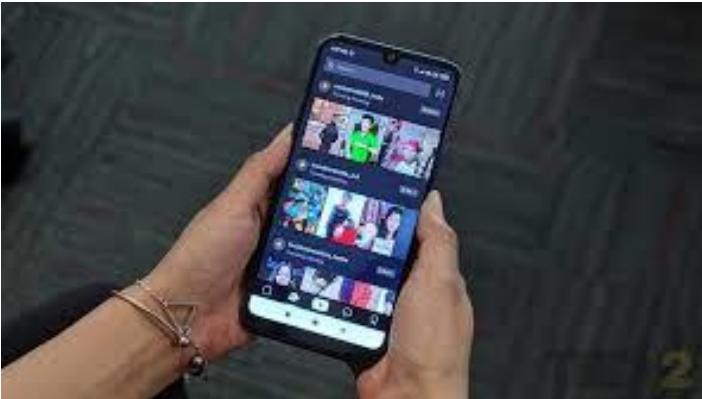
Image/Video Compression

- What is image/video compression?

- The art and science of reducing the amount of data required to represent an image/video



Applications

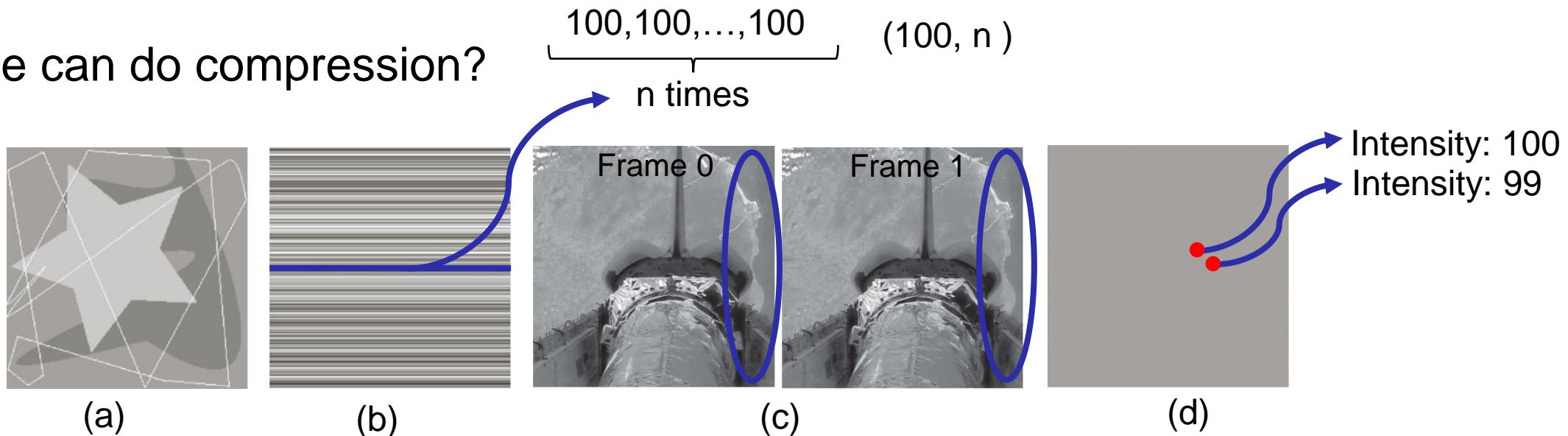


everywhere



Image/Video Compression

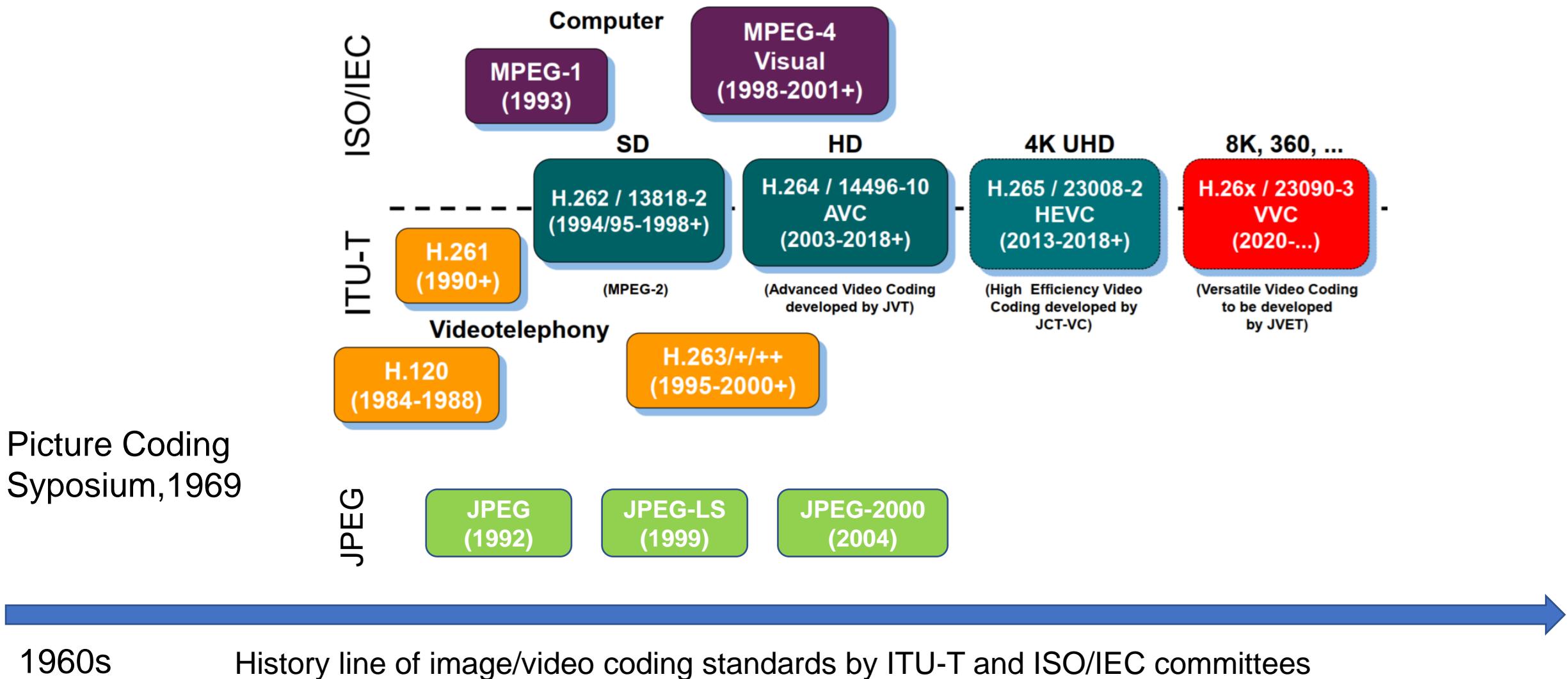
Why we can do compression?



- (a) **Coding redundancy:** length of the code words (e.g., 8-bit codes for grey value images) is larger than needed. (Variable length codes)
- (b) **Spatial redundancy:** correlation between pixels in space is not used in the representation.
- (c) **Temporal redundancy:** correlation between pixels in time is not used in the representation.
- (d) **Irrelevant information:** information that is not perceived by the human visual system or not relevant to a given application.

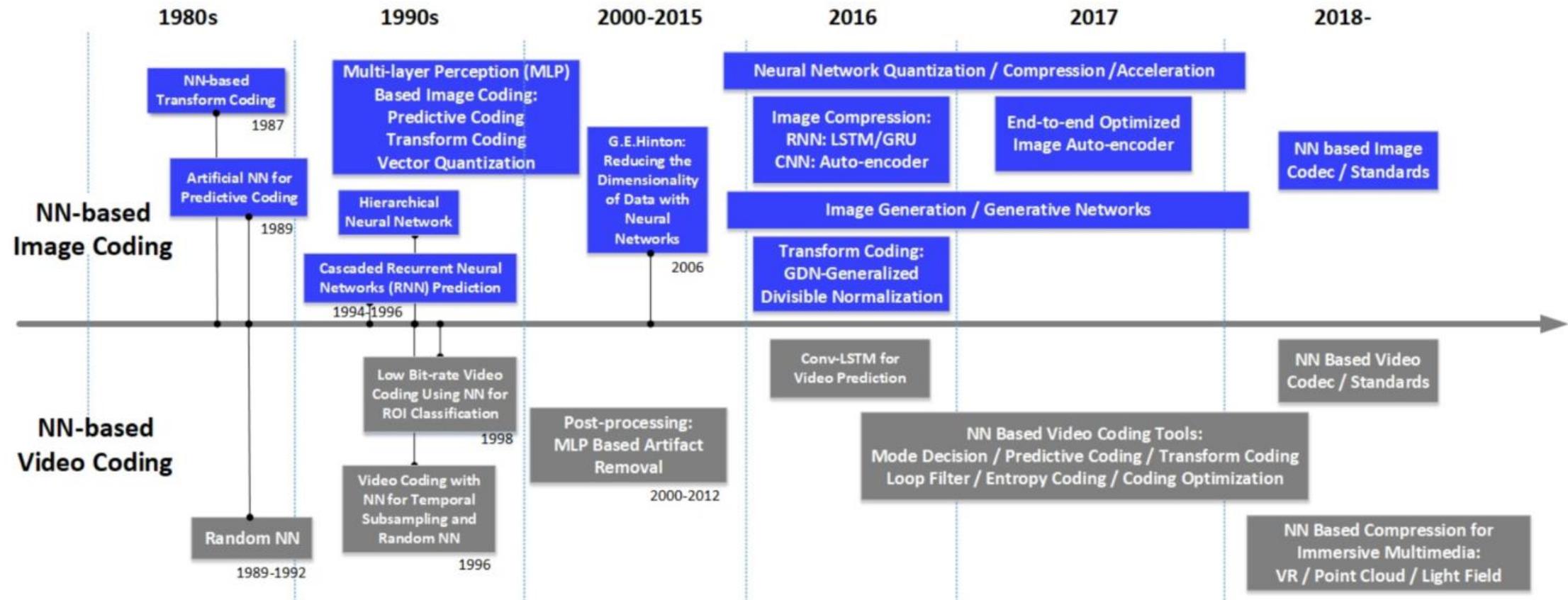
Gonzalez et al., Digital Image Processing

Image/Video Compression Standards



Ohm et al., Trends and Recent Developments in Video Coding Standardization, ICME Tutorial

Neural Network Based Image/Video Compression



The technical roadmap of neural network based compression algorithms

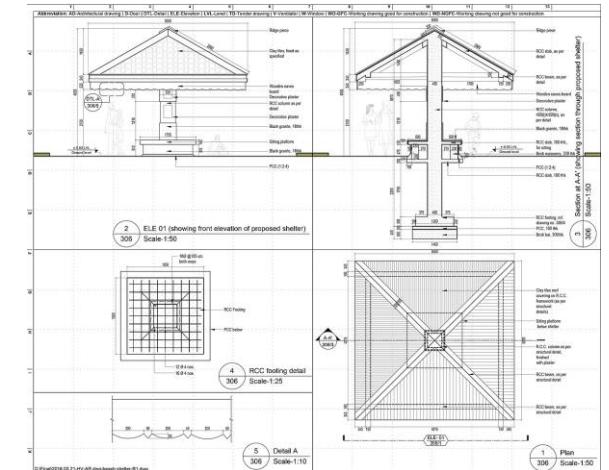
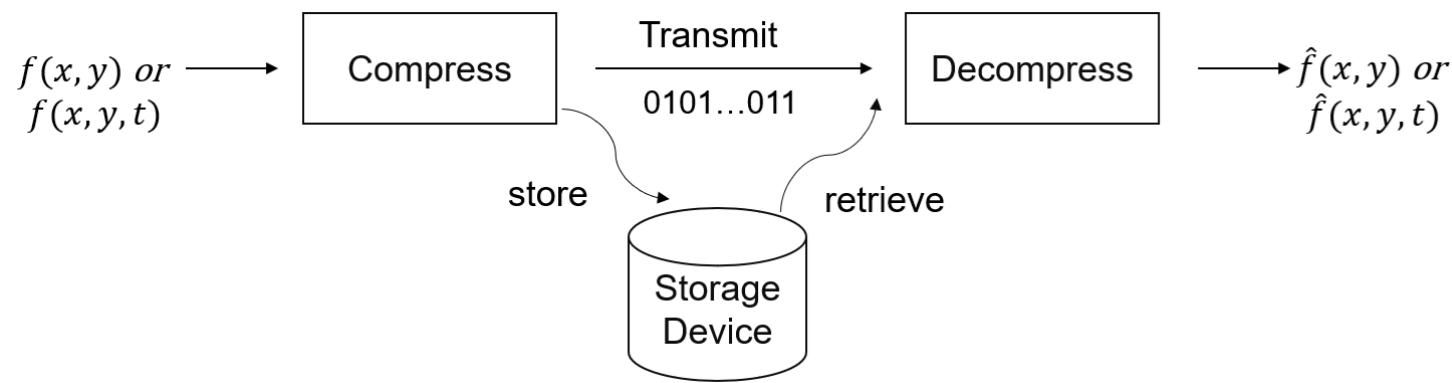
Ma et al., *Image and Video Compression with Neural Networks: A Review*, 2018

Outline

- Introduction of Image/Video Compression
- **Image Compression**
- Video Compression
- Special Purpose Coding
- Conclusion

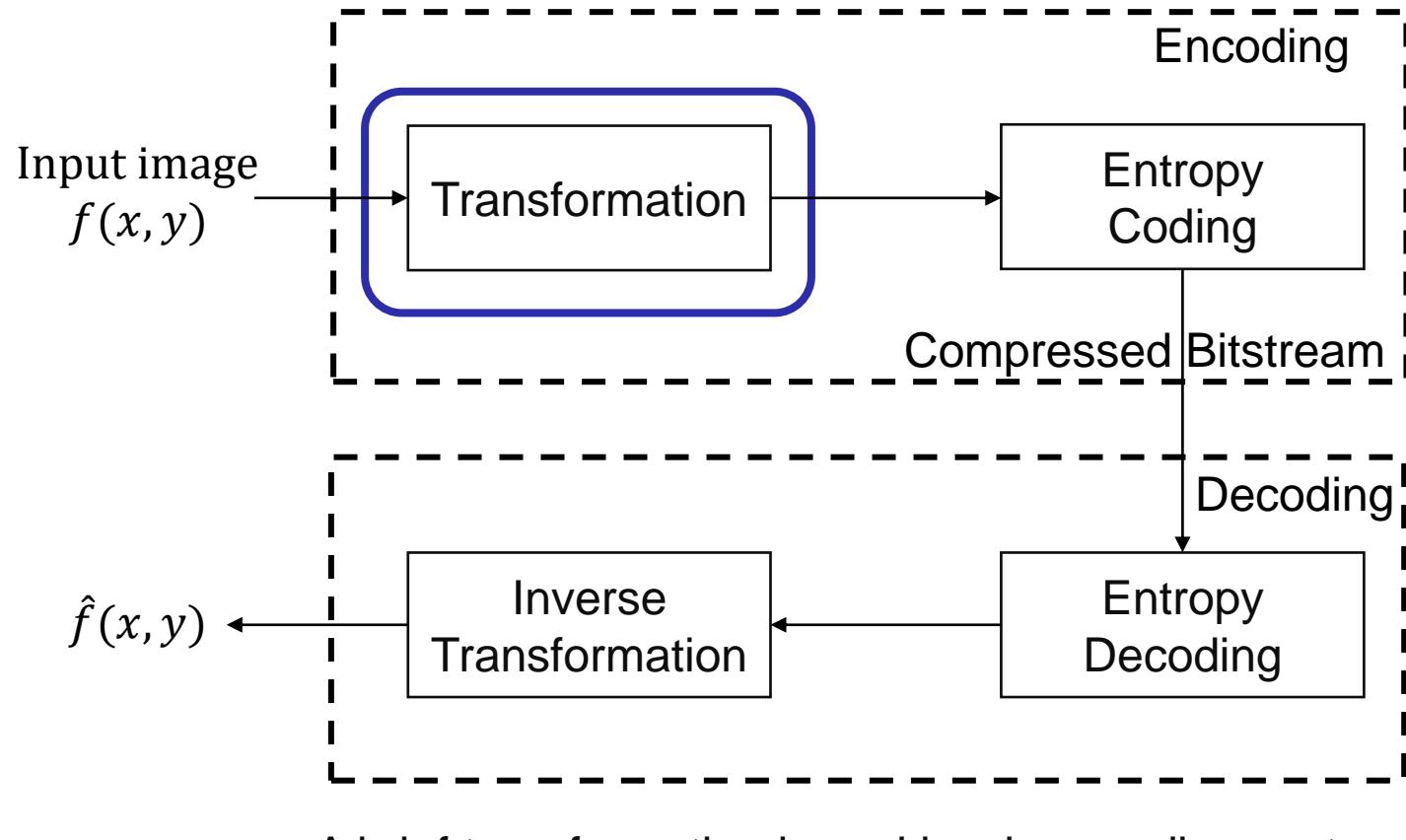
Lossless Image Compression

- **Goal:** To represent an image signal with the smallest possible number of bits without loss of any information
- Applications:
 - digital medical imagery, technical drawings, comics
- Lossless JPEG, JBIG, JBIG2, Lossless JPEG2000



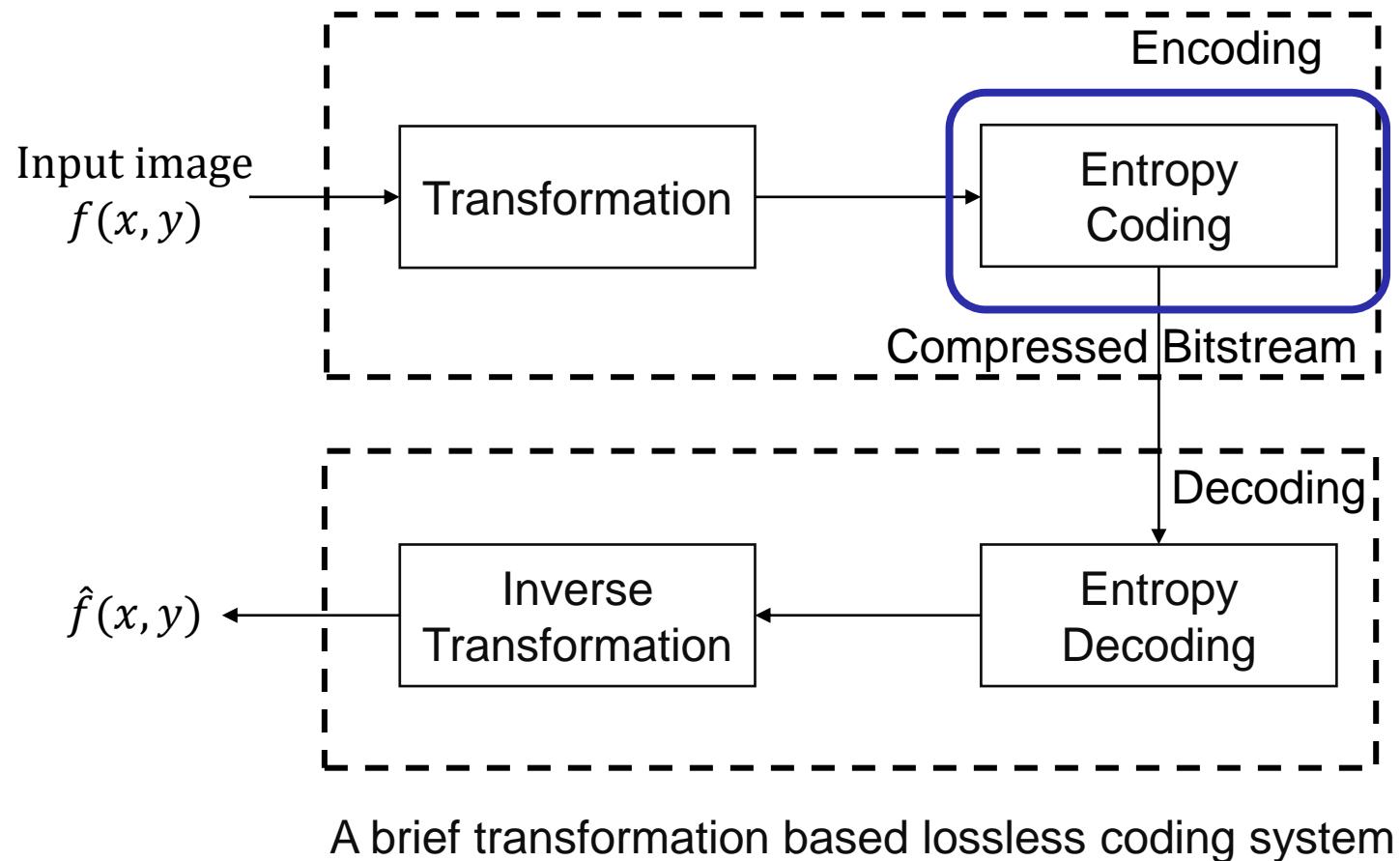
Lossless Image Compression

- **Reversible** transformation, convert $f(\mathbf{n})$ to $\hat{f}(\mathbf{n})$ that can be compressed more efficiently.
- Discrete Cosine Transform (DCT), wavelet transform, color space transform: RGB to luminance-chrominance



Lossless Image Compression

- Generates a binary bitstream
- Variable-length coding / Entropy coding: Huffman, arithmetic coders, etc.



Lossless Image Compression

Compression efficiency

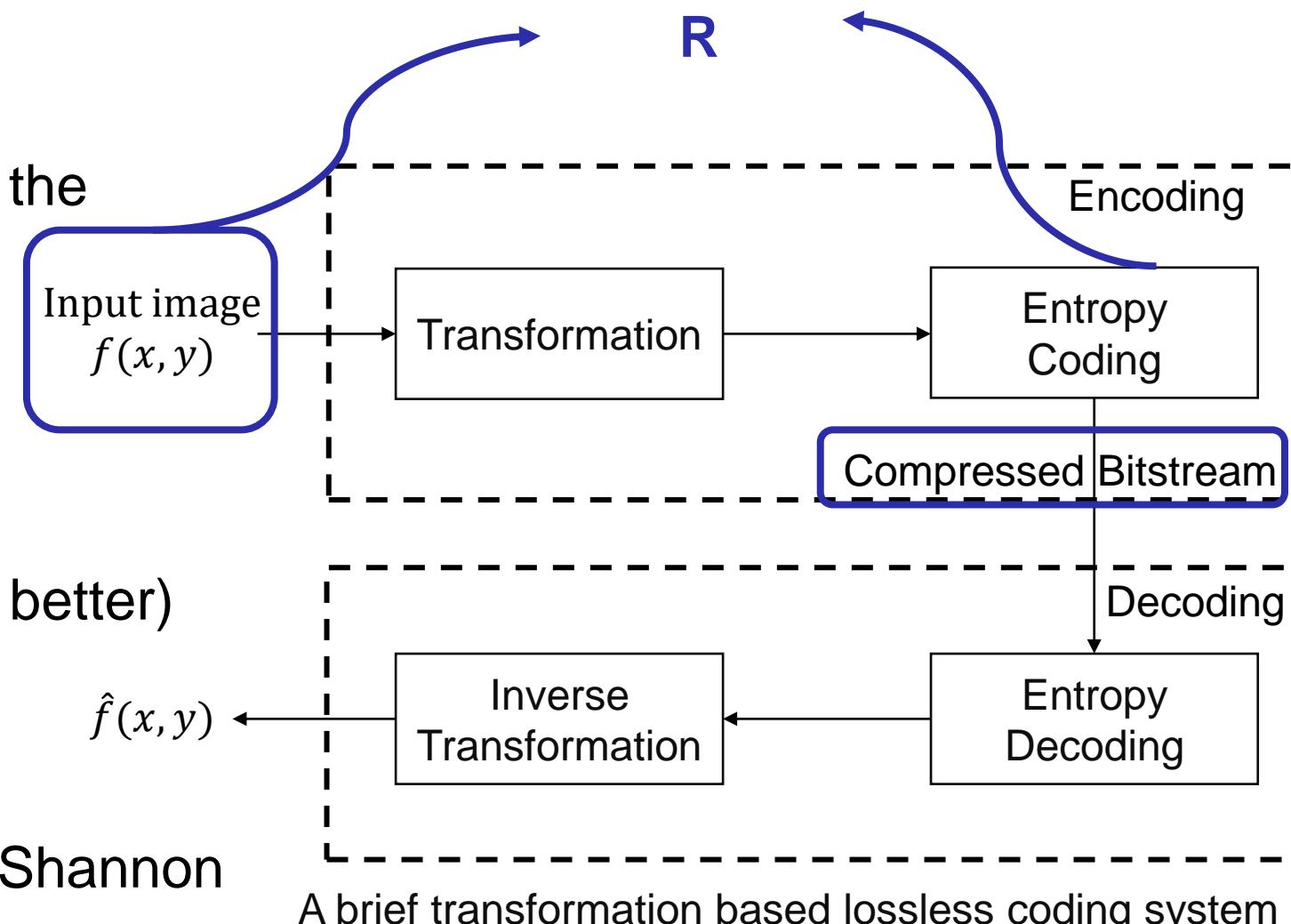
- Compression ratio (R , the higher the better)

$$\frac{\text{Total size in bits of encoder input}}{\text{Total size in bits of encoder output}}$$

- Bits per pixel (bpp , the lower the better)

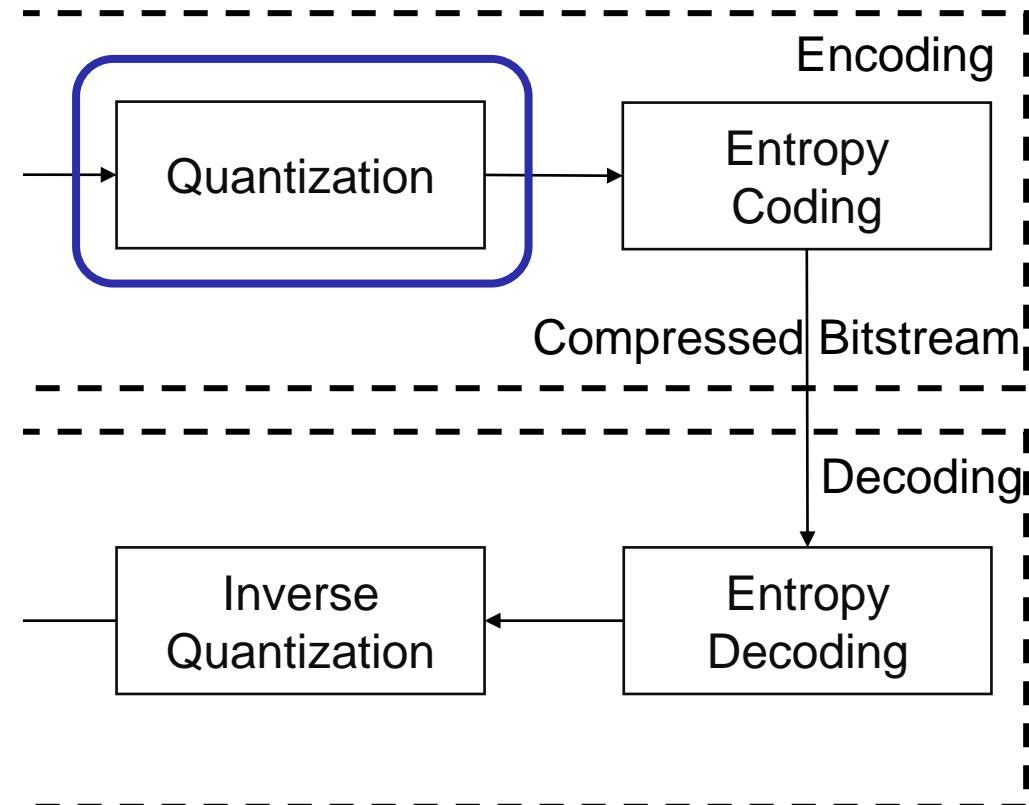
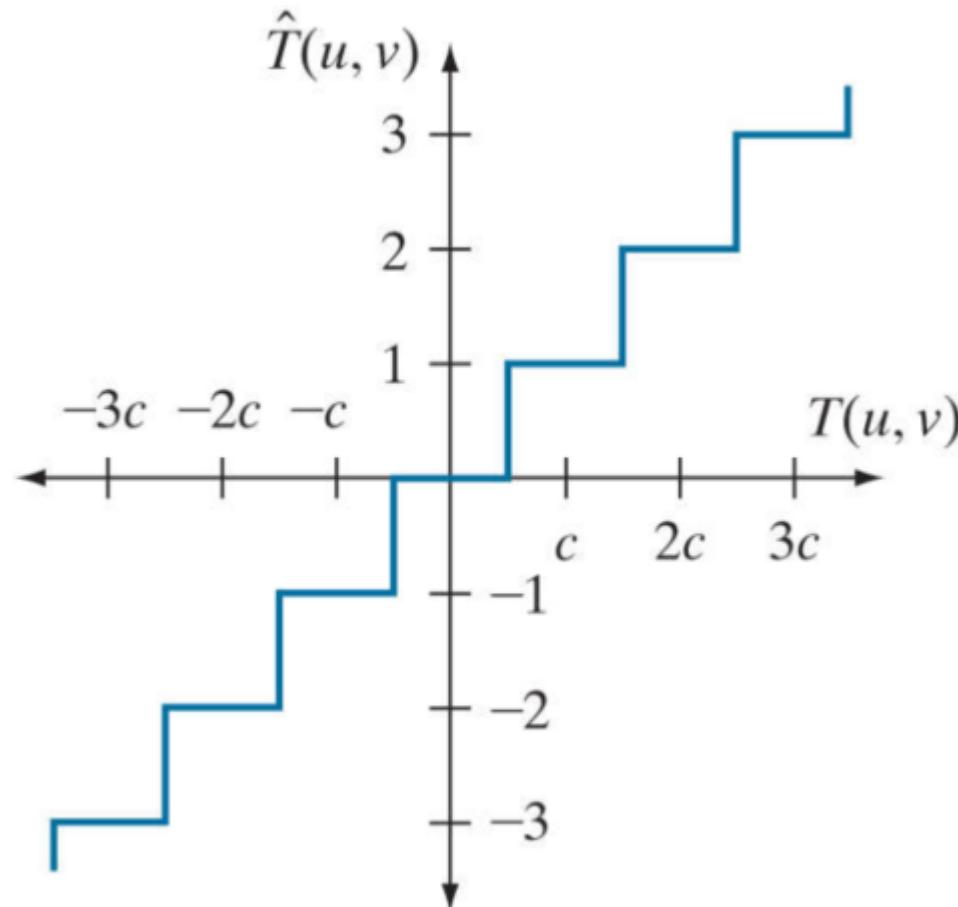
$$\frac{\text{Total size in bits of encoder output}}{\text{Total size in pixels of encoder input}}$$

- A compression factor of 1.5-3 – Shannon Theory



Lossy Image Compression

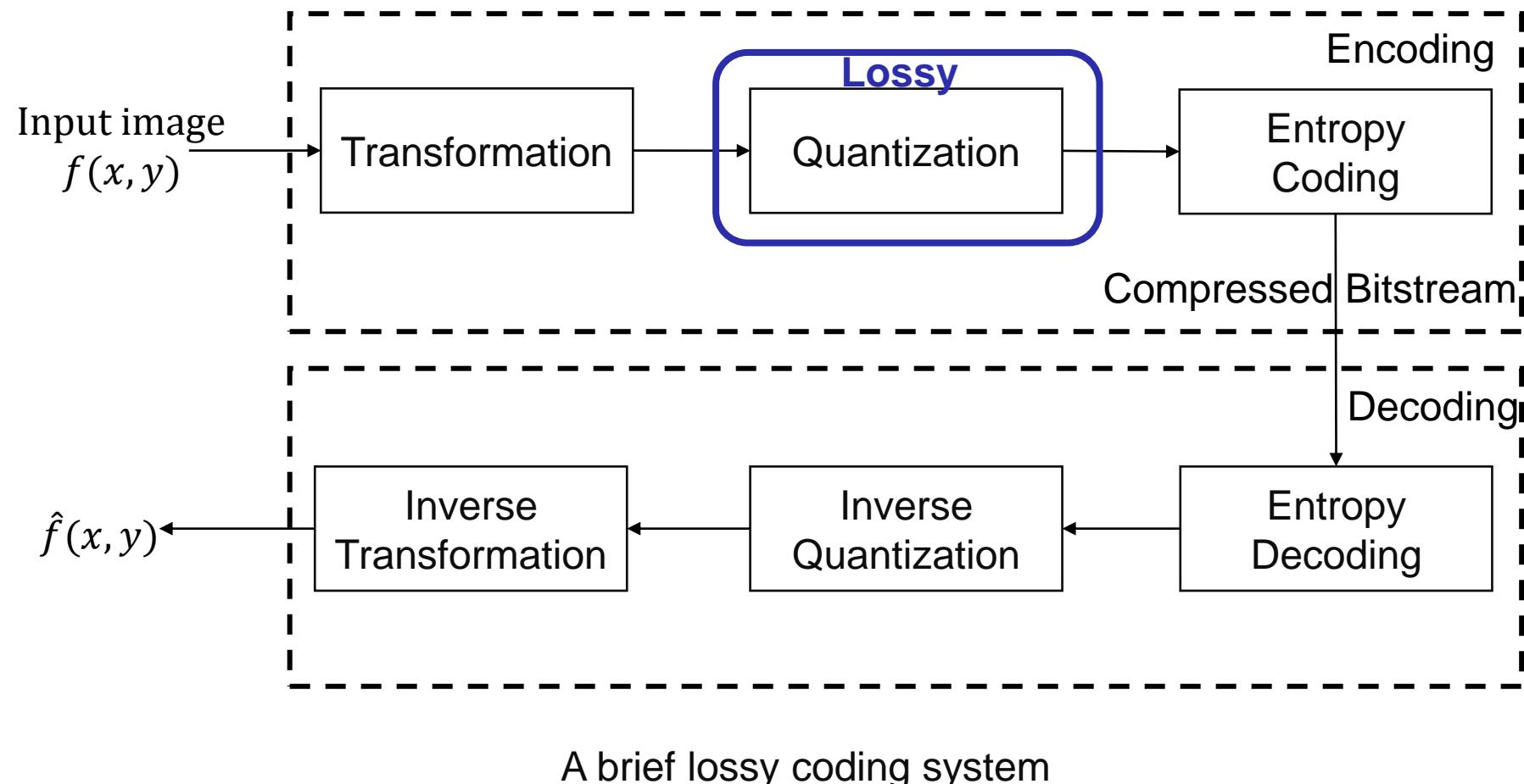
- Compressing a range of values to a single scalar value



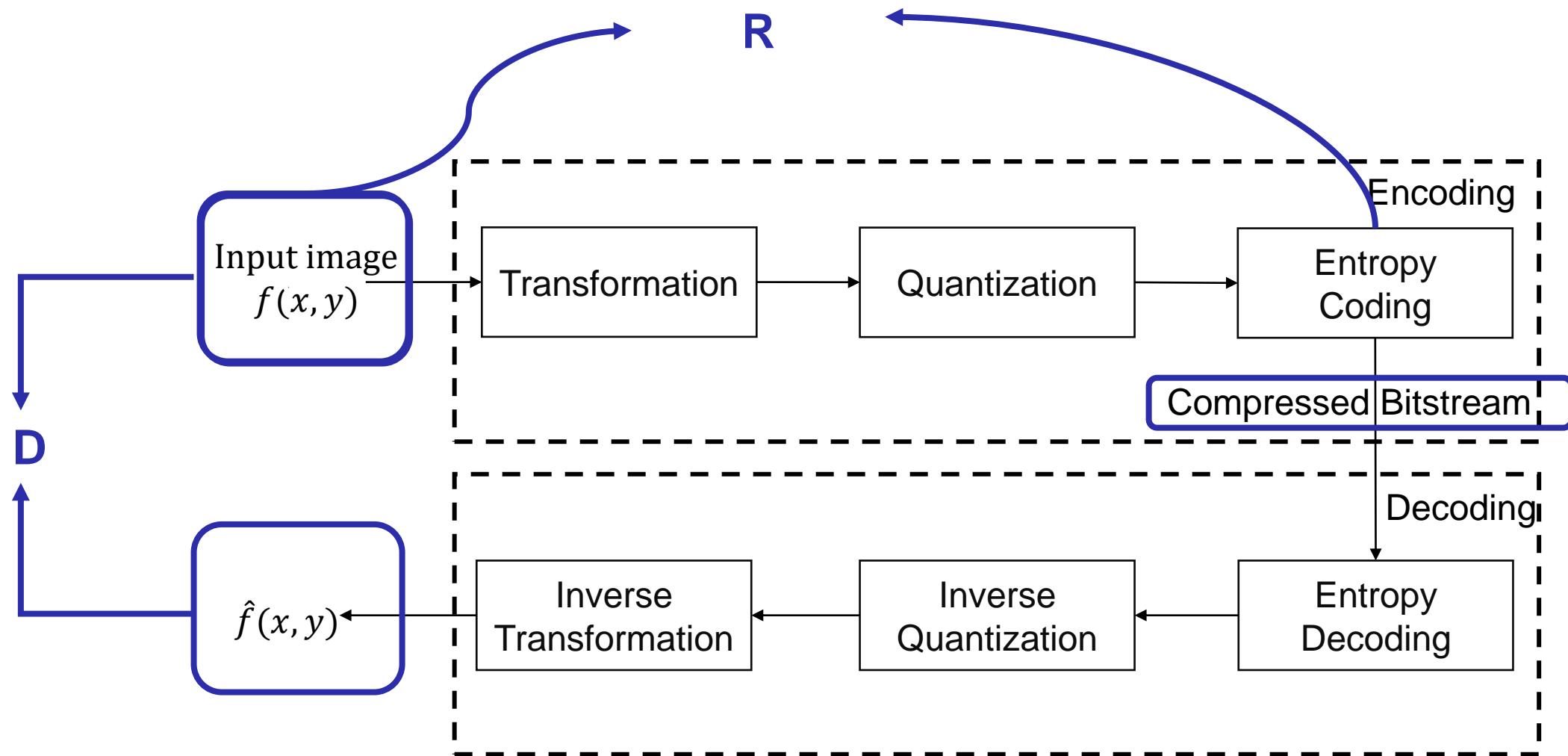
A simple lossy coding system

Lossy Image Compression

- Compressing a range of values to a single scalar value



Lossy Image Compression



A brief lossy coding system

Lossy Image Compression

Compression efficiency

- Compression ratio **R** (the higher the better)

$$\frac{\text{Total size in bits of encoder input}}{\text{Total size in bits of encoder output}}$$

- Bits per pixel (**bpp**, the lower the better)

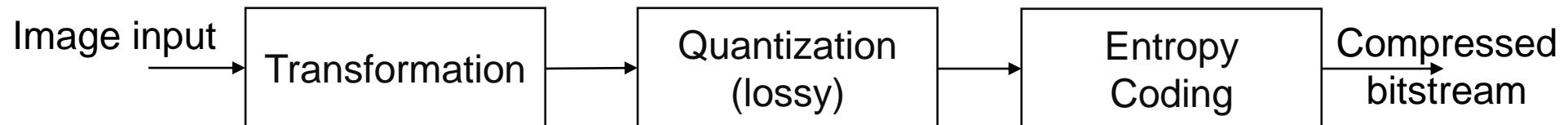
$$\frac{\text{Total size in bits of encoder output}}{\text{Total size in pixels of encoder input}}$$

- Loss/**Distortion**
 - Mean Square Error (MSE)
 - Peak Signal to Noise Ratio (PSNR)
 - Structural Similarity (SSIM)
 - Multi-scale SSIM (MS-SSIM)
 - etc.

Compression Efficiency + Reconstruction Quality

Rate-Distortion tradeoffs

Deep Image Compression



- Piecemeal Approaches:
 - Learned Transforms
 - Differentiable Quantization
 - Specialized Entropy Models
 - Deep models combined with classical methods
- End to End Approaches
 - ‘Deepen’ the traditional image coding schemes
 - New image coding framework / deep scheme

Traditional framework

Deep Image Compression

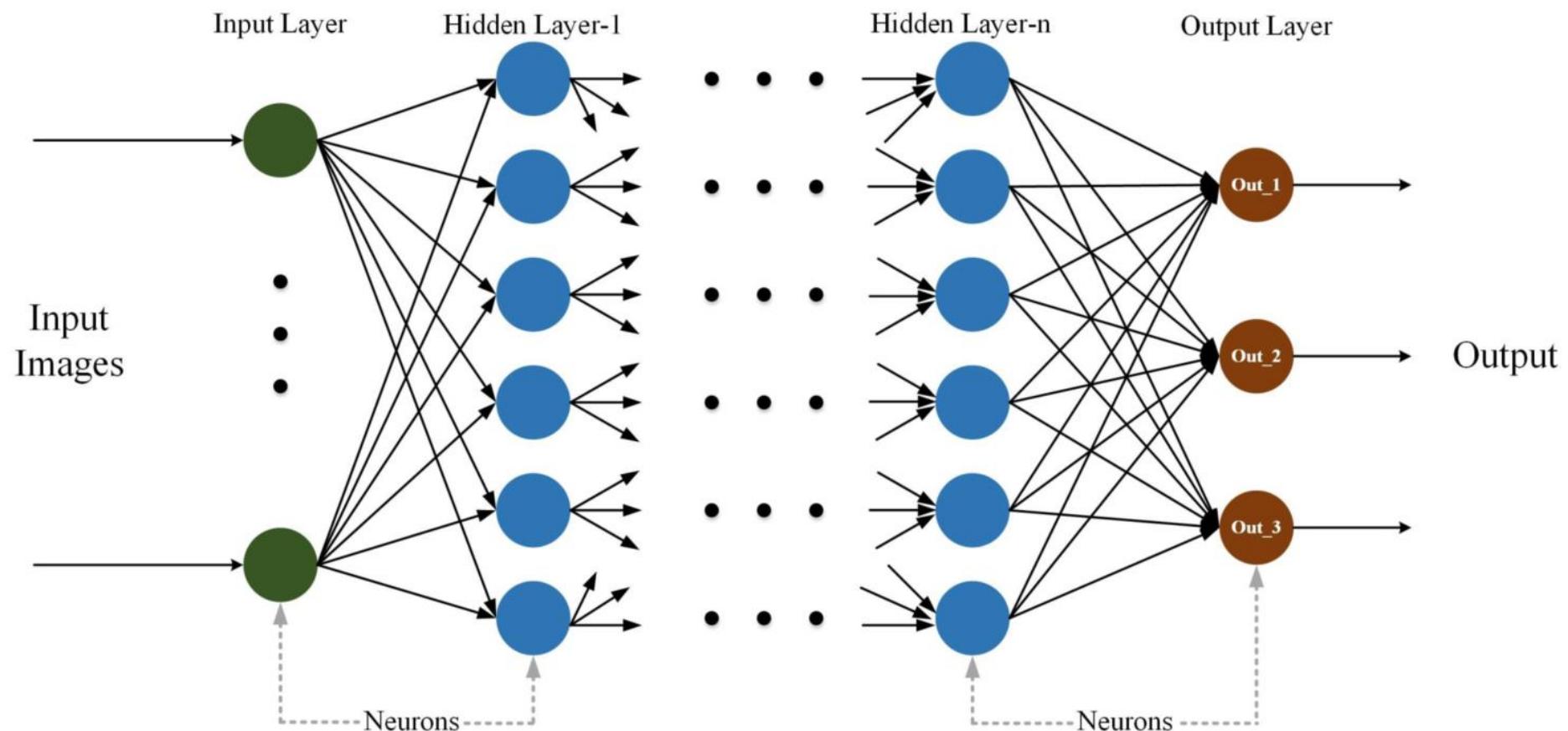
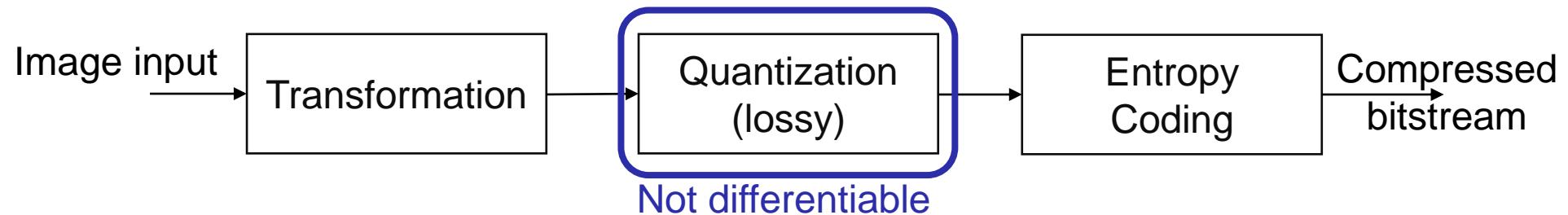


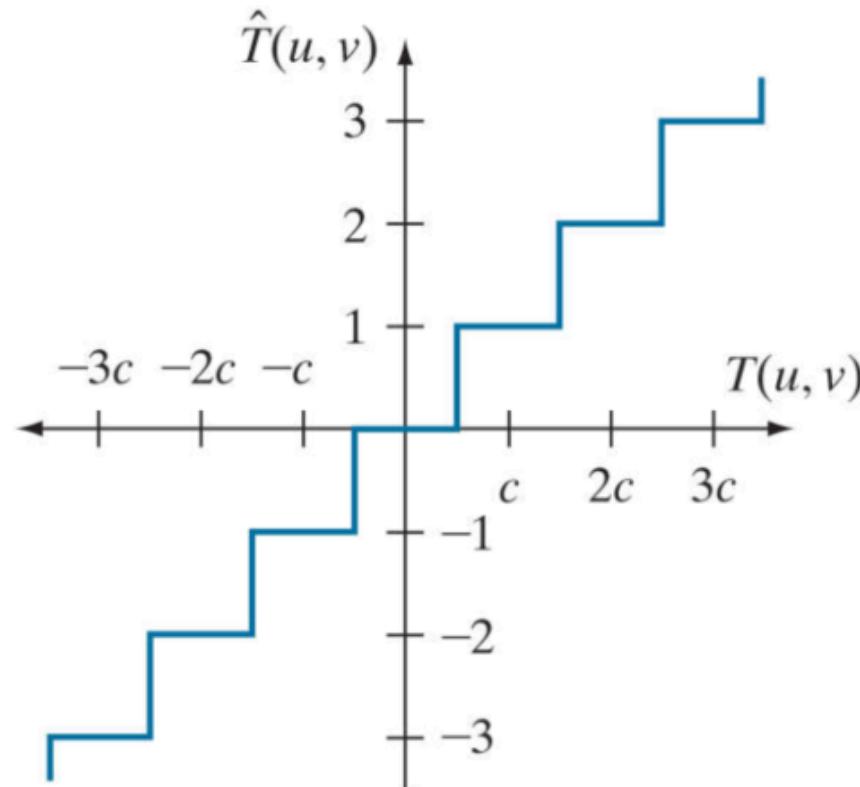
Illustration of a neural network architecture

Ma et al., Image and Video Compression with Neural Networks: A Review, 2018

Deep Image Compression: Differentiable Quantization

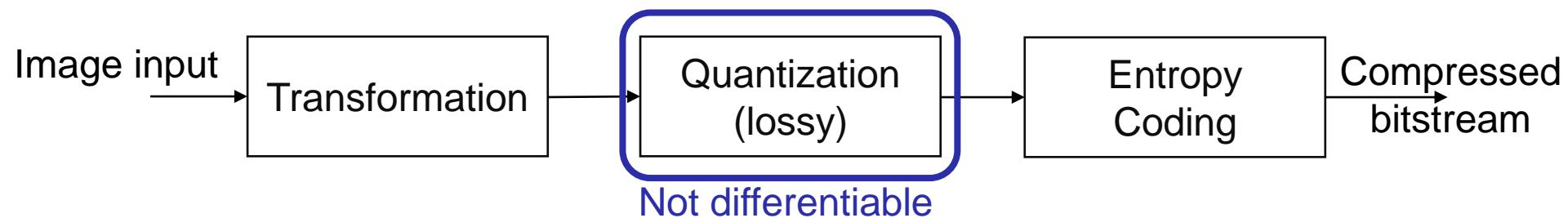


- Quantization is implemented by using a round function, and its derivative is almost zero except at the integers.

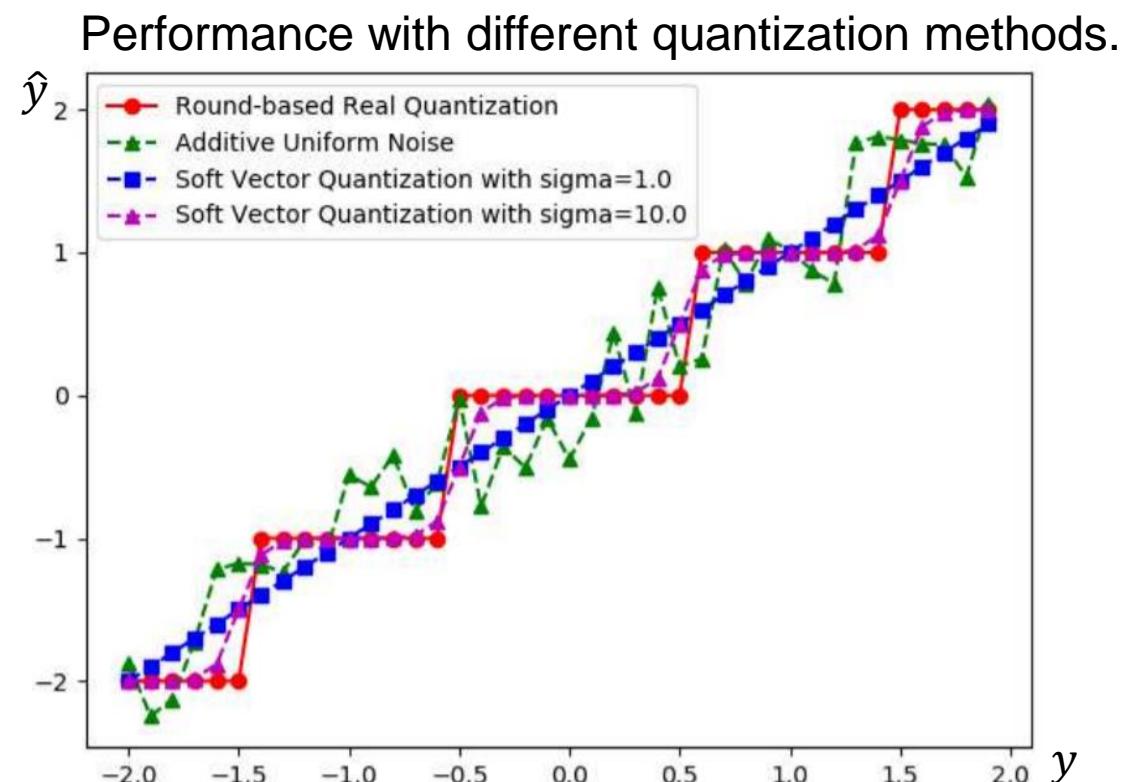


Gonzalez et al., Digital Image Processing

Deep Image Compression: Differentiable Quantization

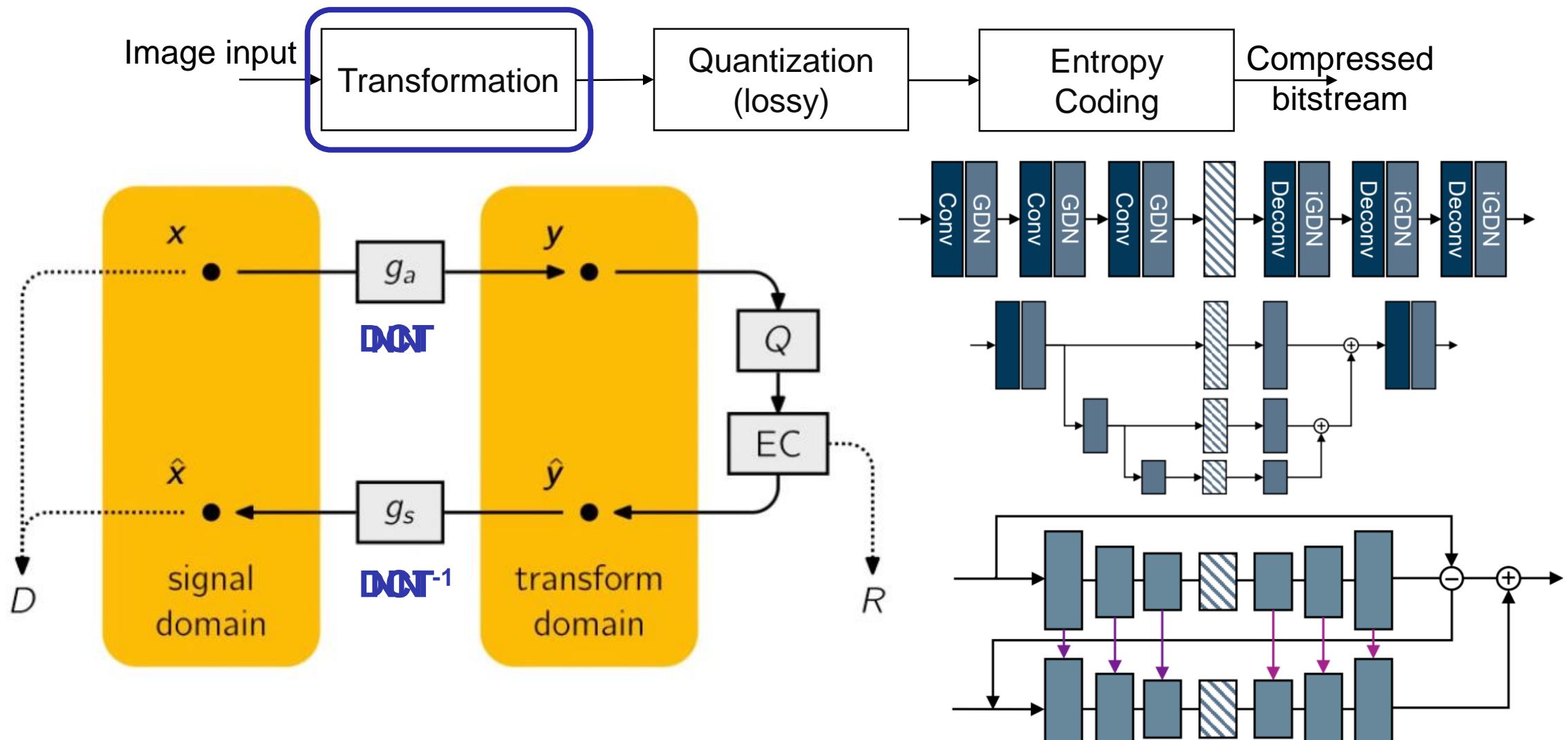


- Quantization is implemented by using a round function, and its derivative is almost zero except at the integers.
 - additive uniform noise
 - Soft-to-hard vector quantization
 - etc.



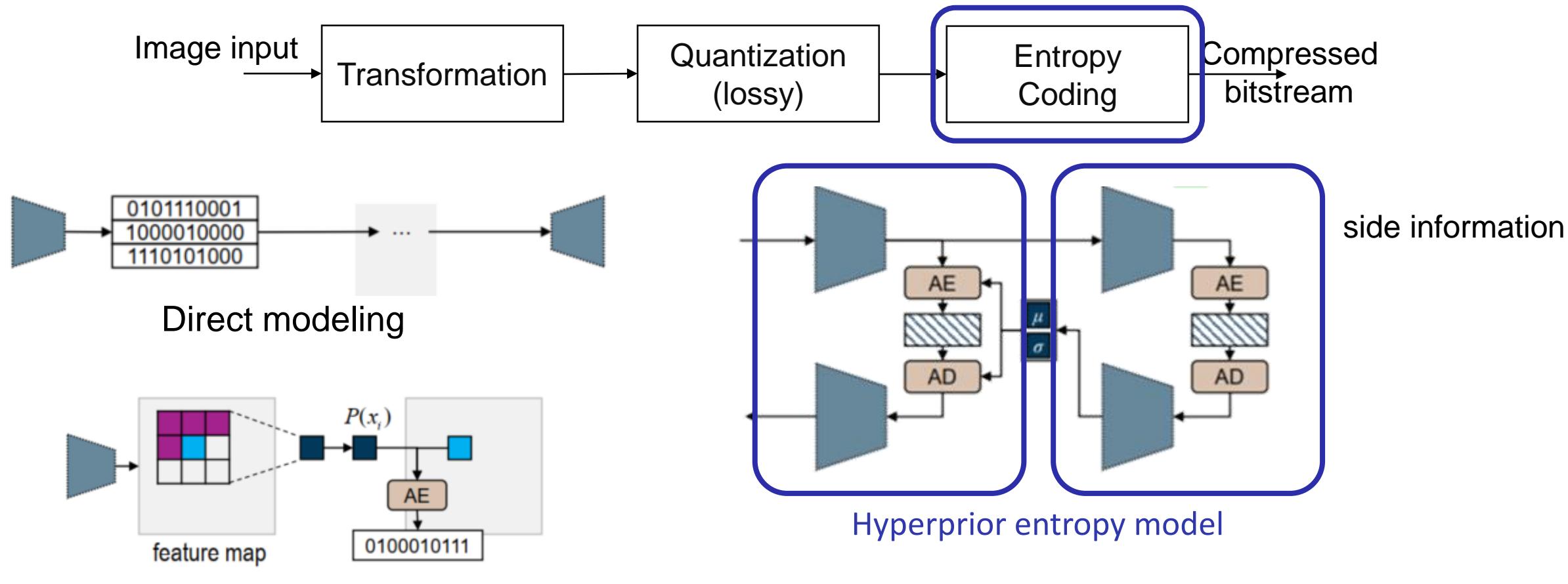
Cheng et al., Learning Image and Video Compression through Spatial-Temporal Energy, 2018, CVPR Compaction

Deep Image Compression: Learned Transforms



Hu et al., Learning End-to-End Lossy Image Compression: A Benchmark, 2020
Balle, PCS 2018 – Learned Image Compression

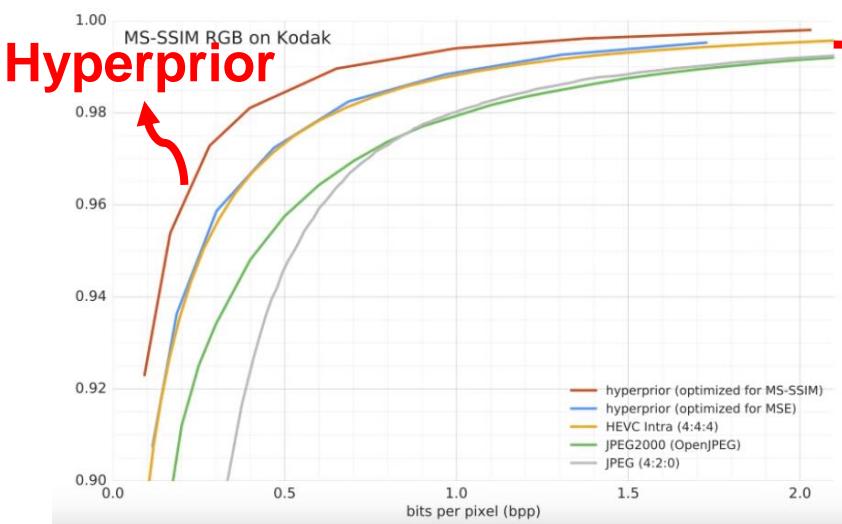
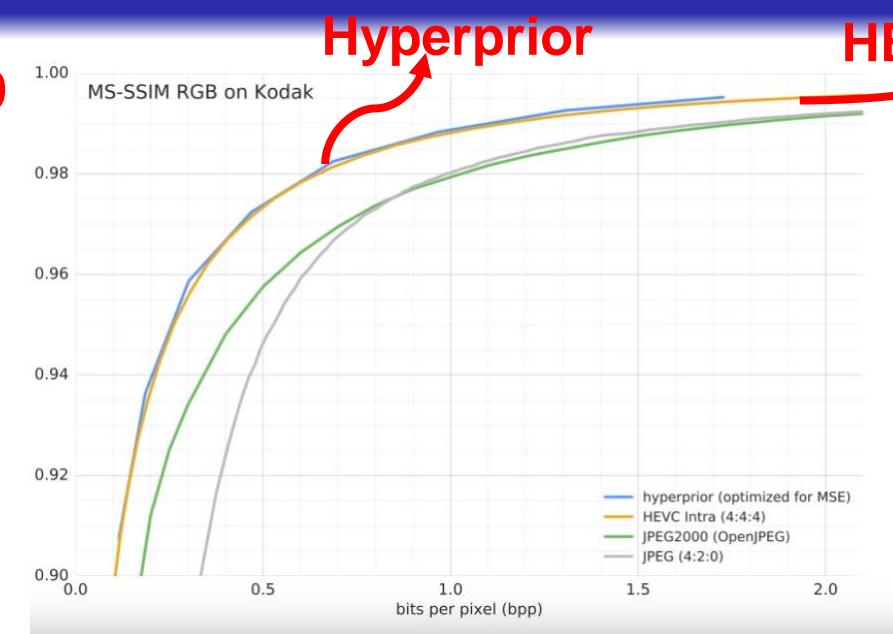
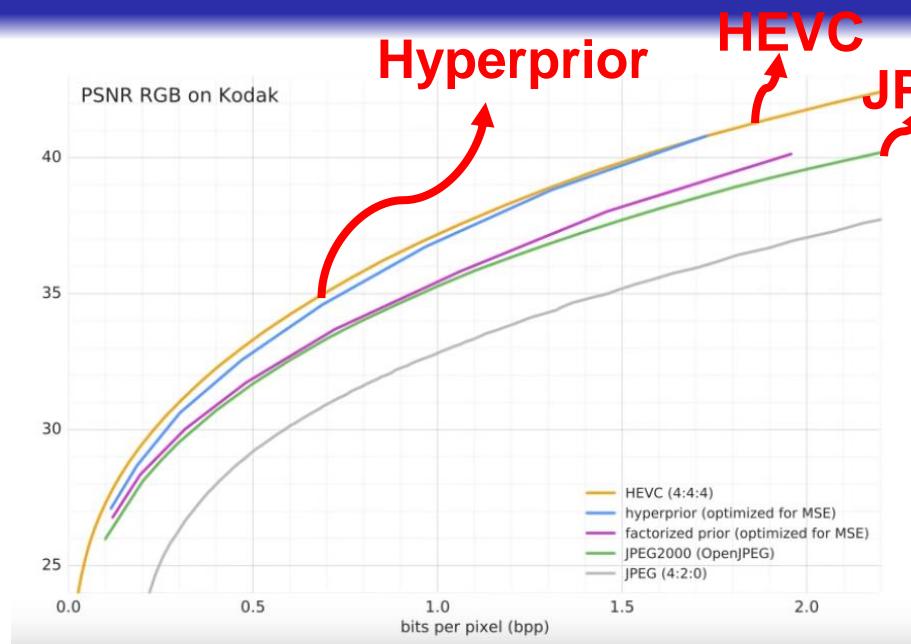
Deep Image Compression: Entropy Coding



Spatial context model for latent code maps

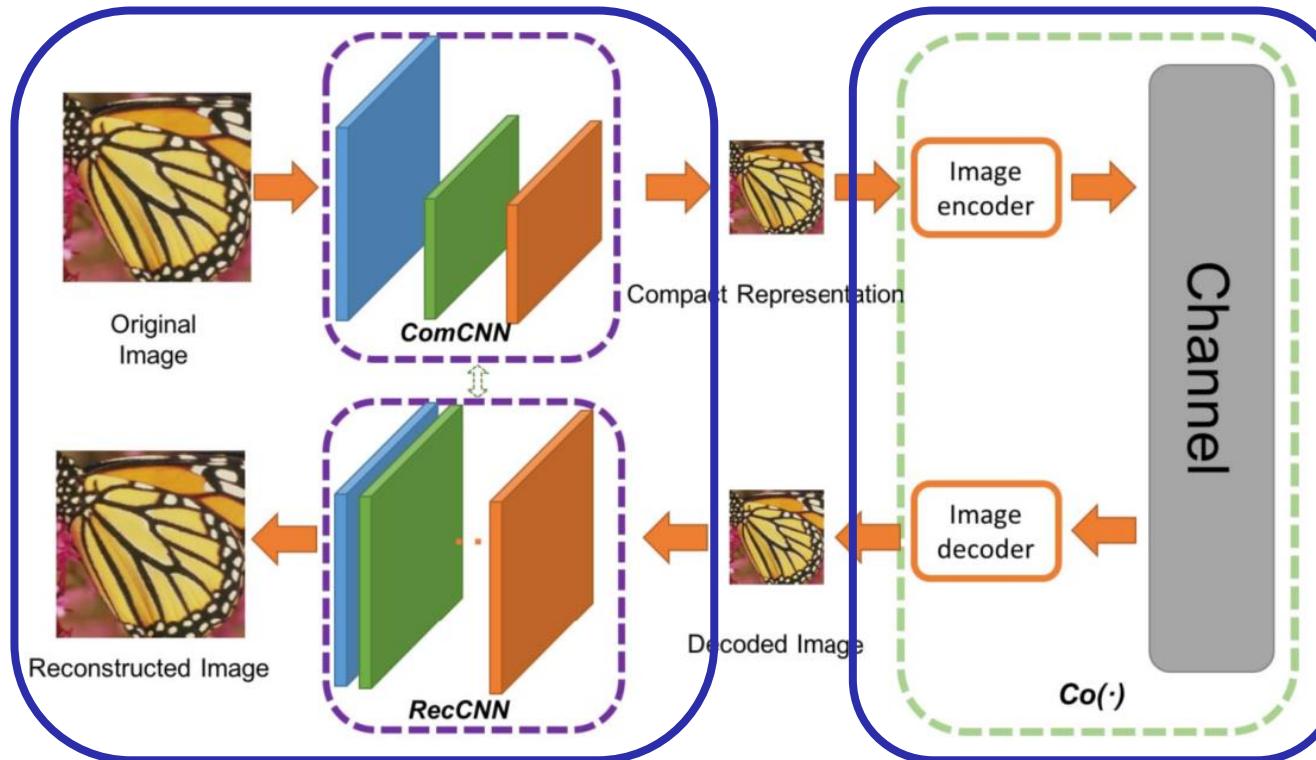
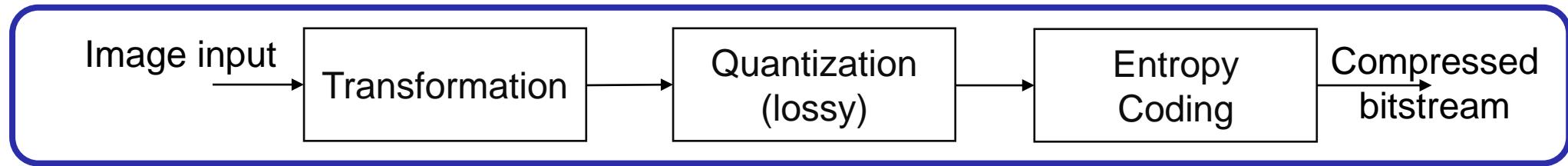
Hu et al., Learning End-to-End Lossy Image Compression: A Benchmark, 2020
Balle et al., Variational Image Compression with a Scale Hyperprior, 2018, ICLR

Deep Image Compression: Entropy Coding



Balle et al., *Variational Image Compression with a Scale Hyperprior*, ICLR 2018
Balle, PCS 2018 – Learned Image Compression

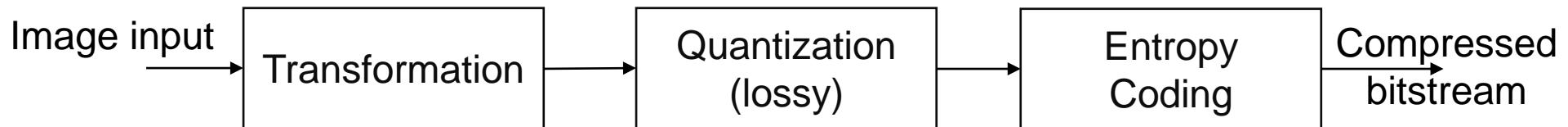
Deep Image Compression: Deep Models Combined with Classical Methods



- Compatible with Traditional image codes: JPEG, JPEG2000, or BPG
- Outperform JPEG, JPEG2000
- Slightly better or comparable to original BPG

Jiang et al. An End-to-End Compression Framework Based on Convolutional Neural Networks, 2018

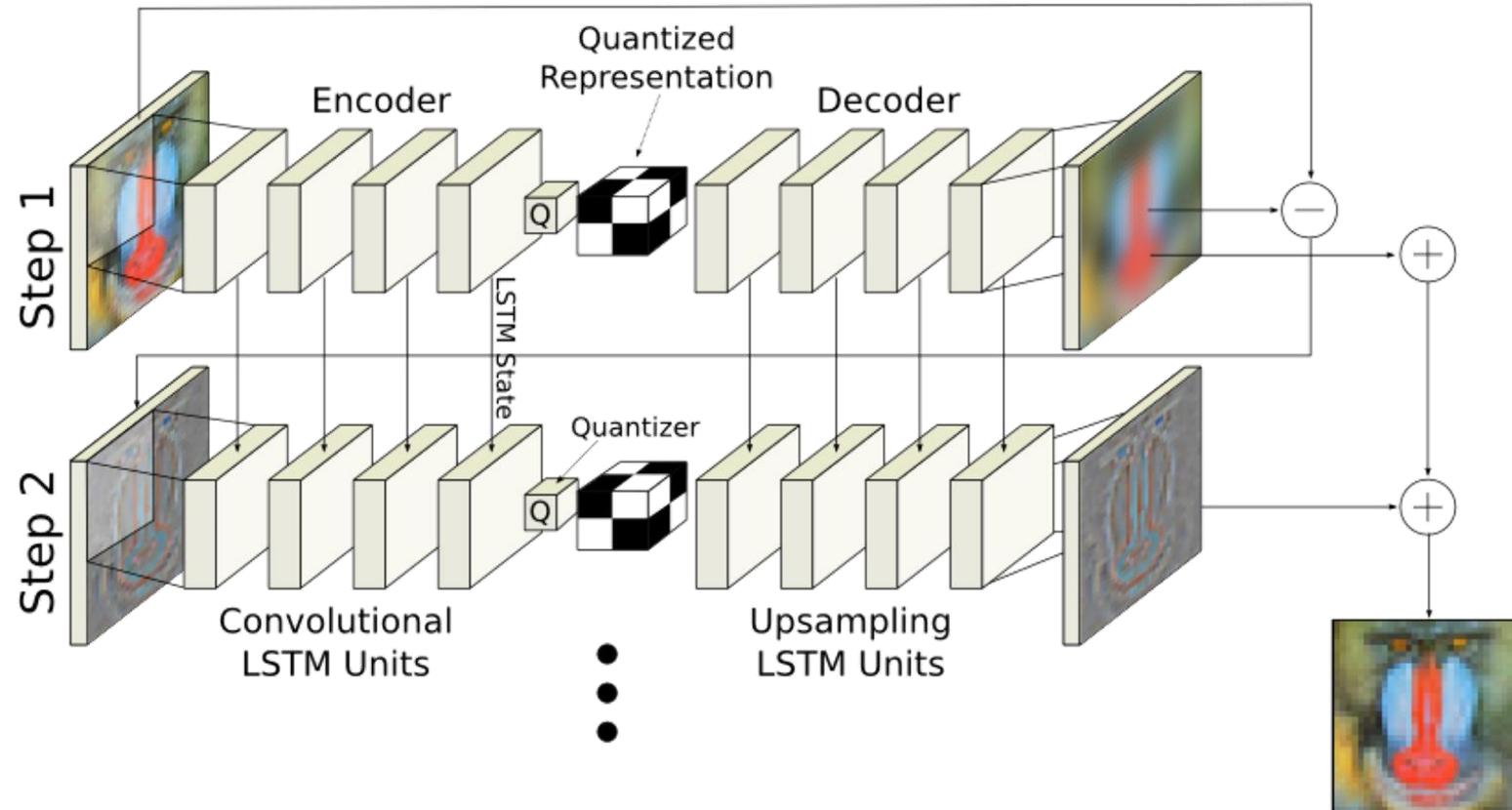
Deep Image Compression



- Piecemeal Approaches:
 - Learned Transforms
 - Differentiable Quantization
 - Specialized Entropy Models
 - Deep models combined with classical methods
- End to End Approaches
 - ‘Deepen’ the traditional image coding schemes
 - New image coding framework / deep scheme

Traditional framework

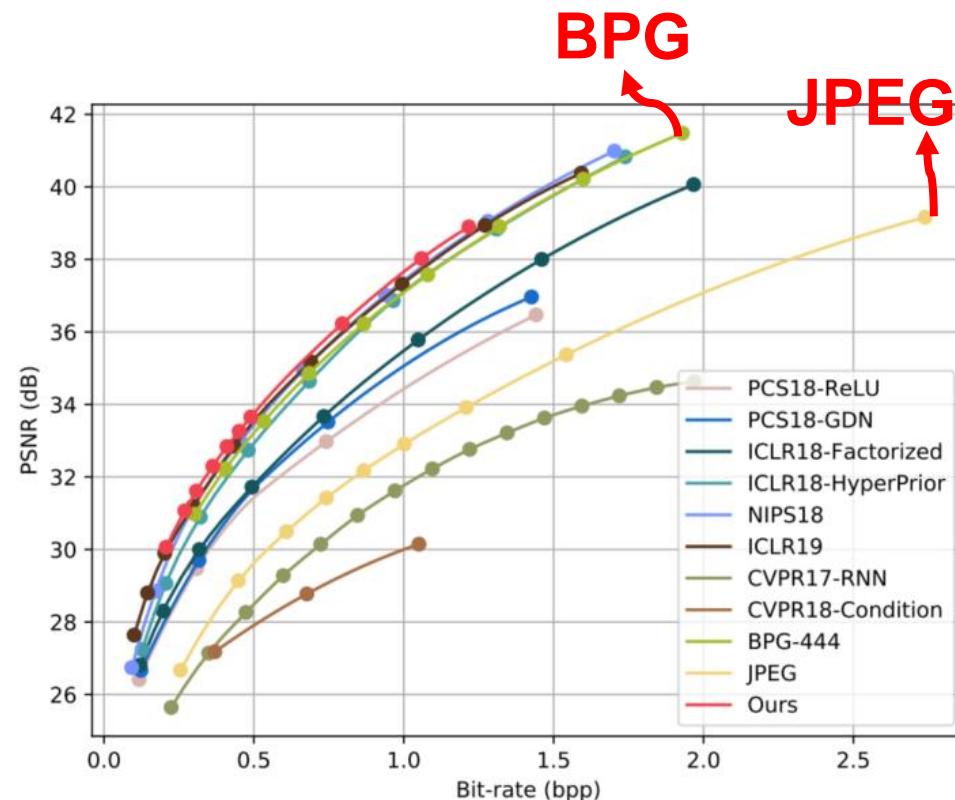
Deep Image Compression: Deep Scheme



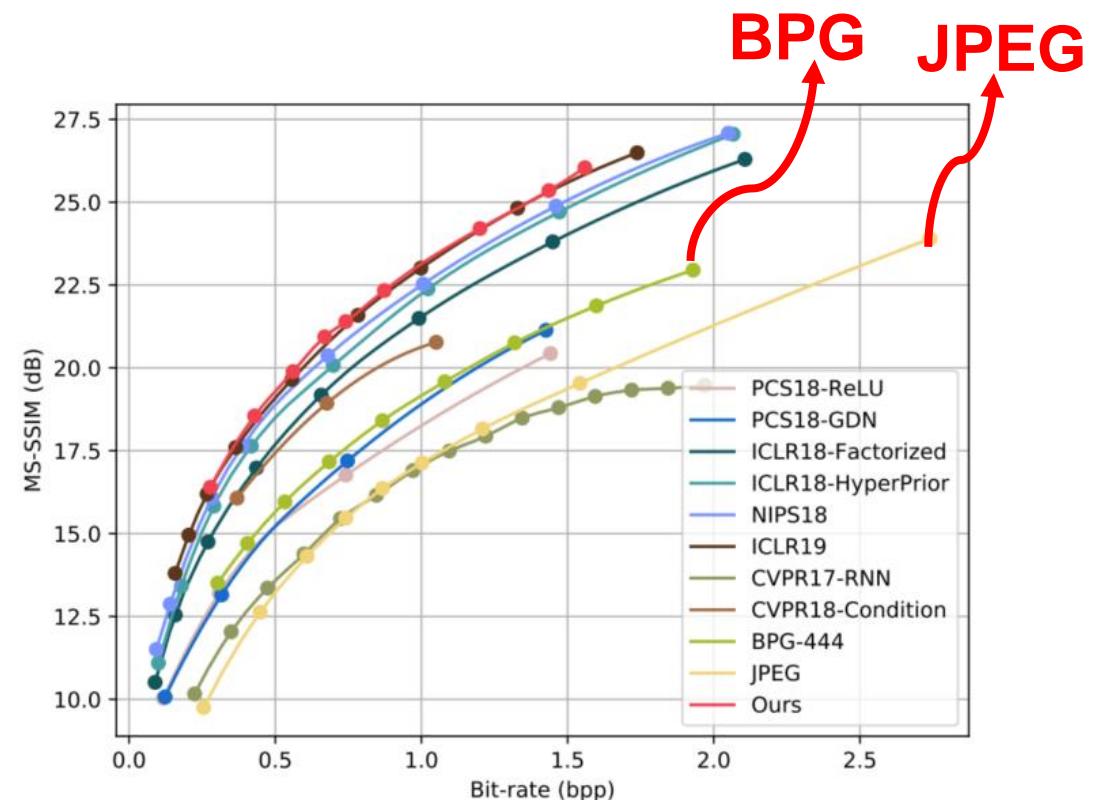
- First “feasible” neural compression method
- Ambitious (transform coding & replace entropy coding)
- Computationally intensive
- Better than JPEG, but **not** competitive with H.265

*Toderici et al., Variable rate image compression with recurrent neural networks, 2016, ICLR
PCS 2019, Toderici, Neural Image Compression: Recent Developments and Opportunities, Keynote*

Deep Image Compression: Performance



(a) Kodak, PSNR



(b) Kodak, MS-SSIM

- State of the art performance
- Not superior compared to HEVC in terms of PSNR
- High computational cost

Hu et al., Learning End-to-End Lossy Image Compression: A Benchmark, 2020

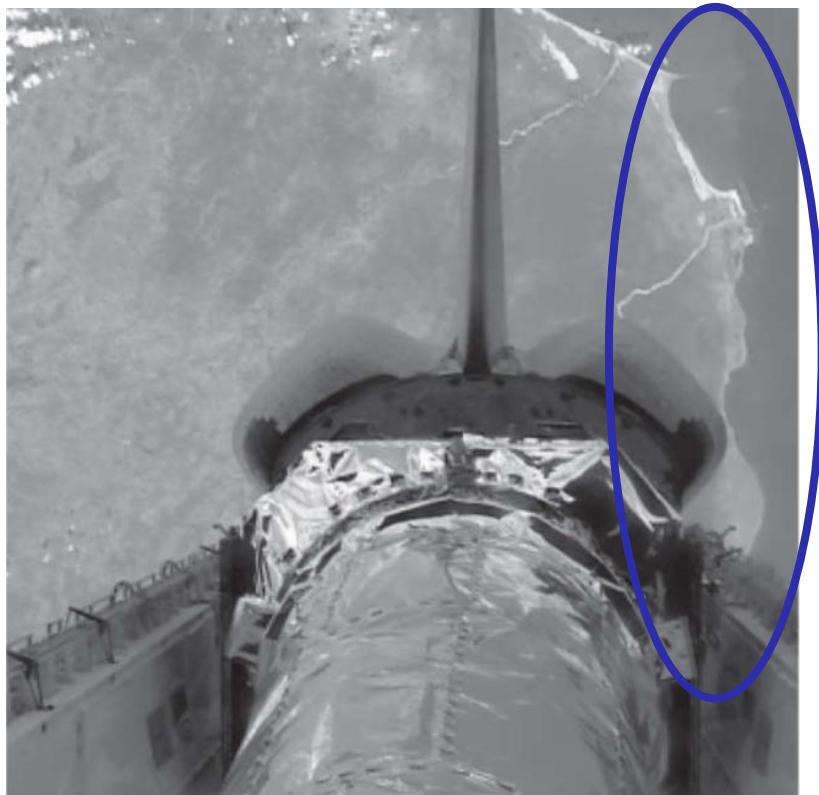
Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

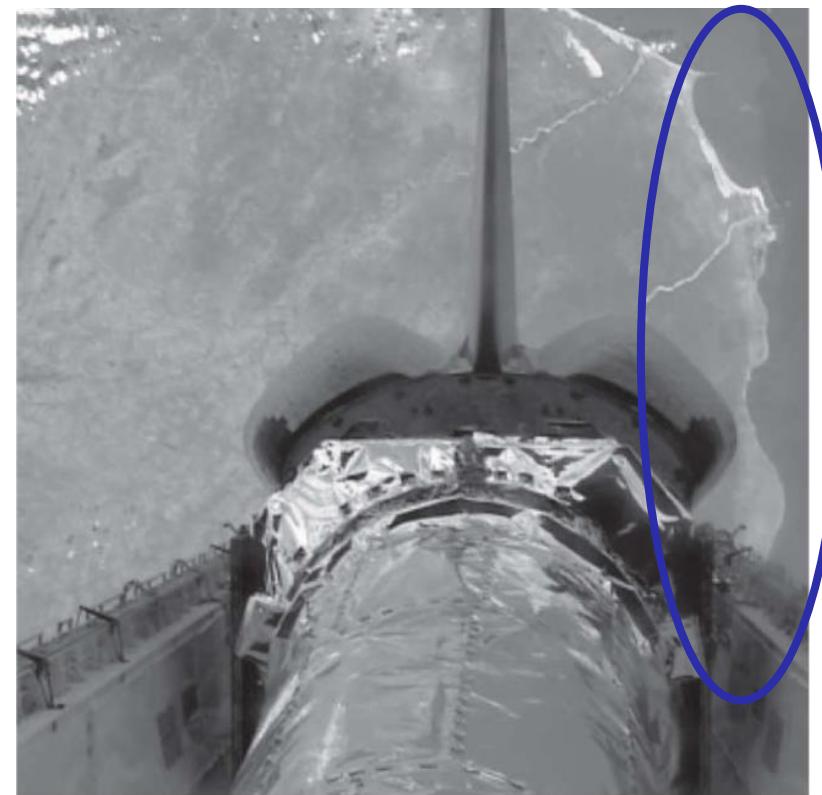
Video Compression

- Temporal Redundancy
 - Take advantage of similarity between successive frames

Frame 0



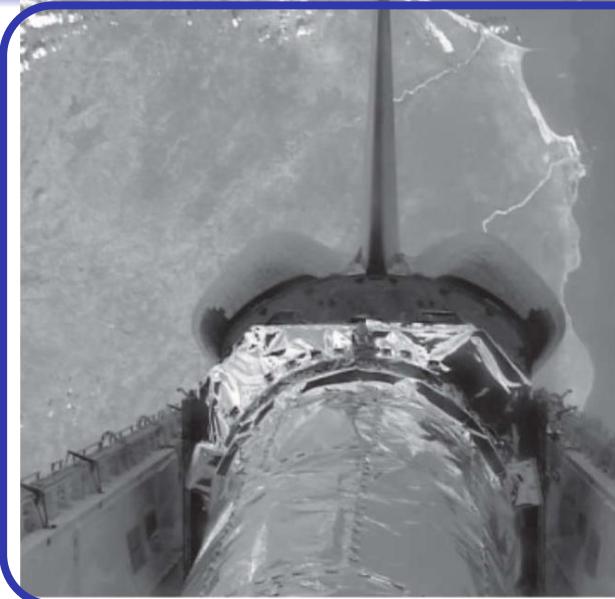
Frame 1



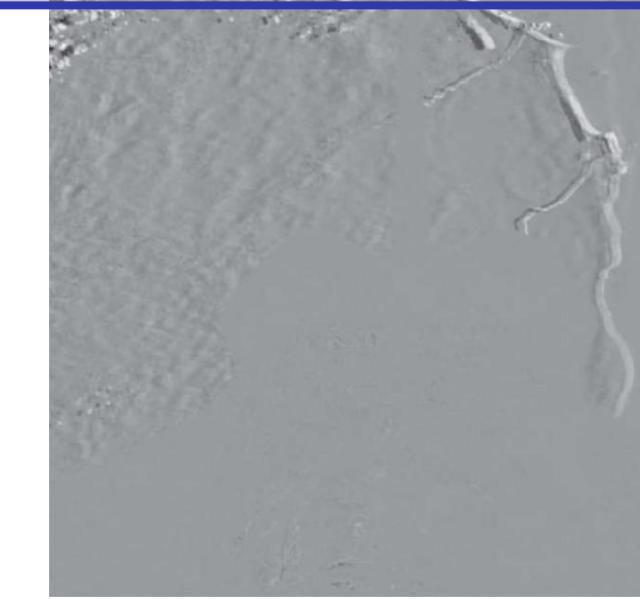
Gonzalez et al., *Digital Image Processing*

Video Compression

Frame 0



Frame 1



Frame difference of frame 0 and frame 1c

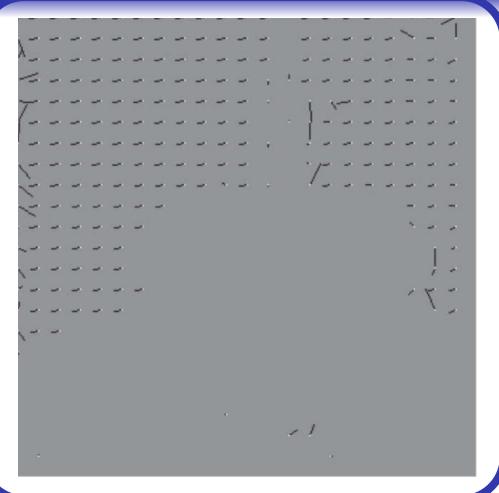
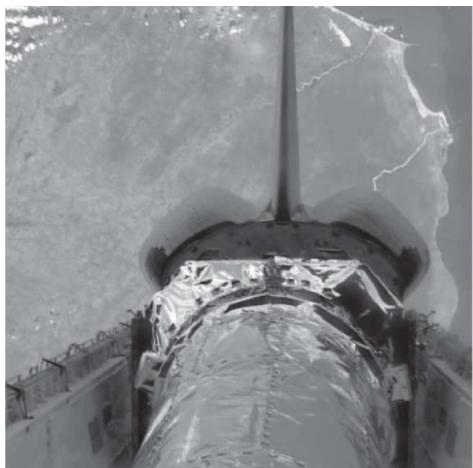
- The compression ratio can be 1.92

Video Compression

Frame 0

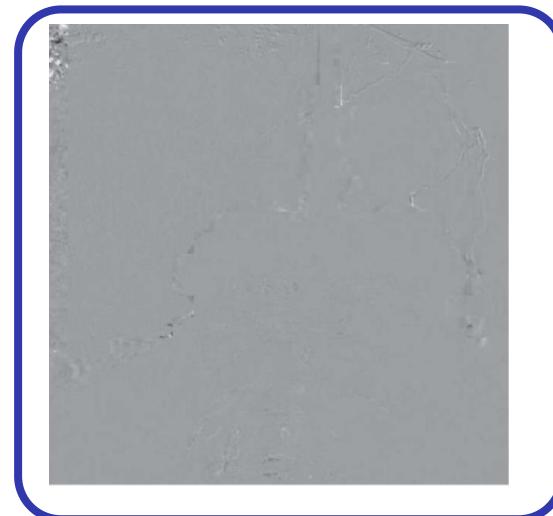


Frame 1

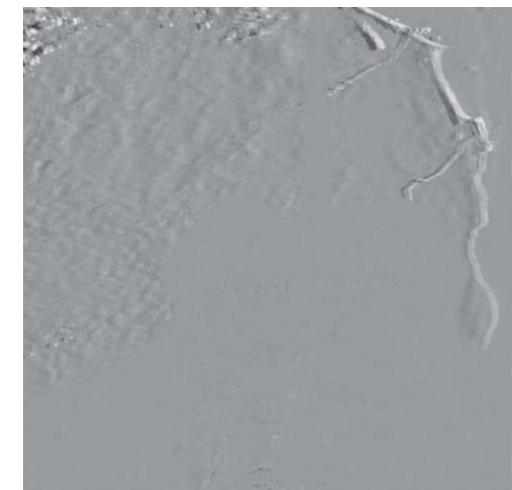


Motion Vector between Frame 0 and 1

Frame difference after motion compensation

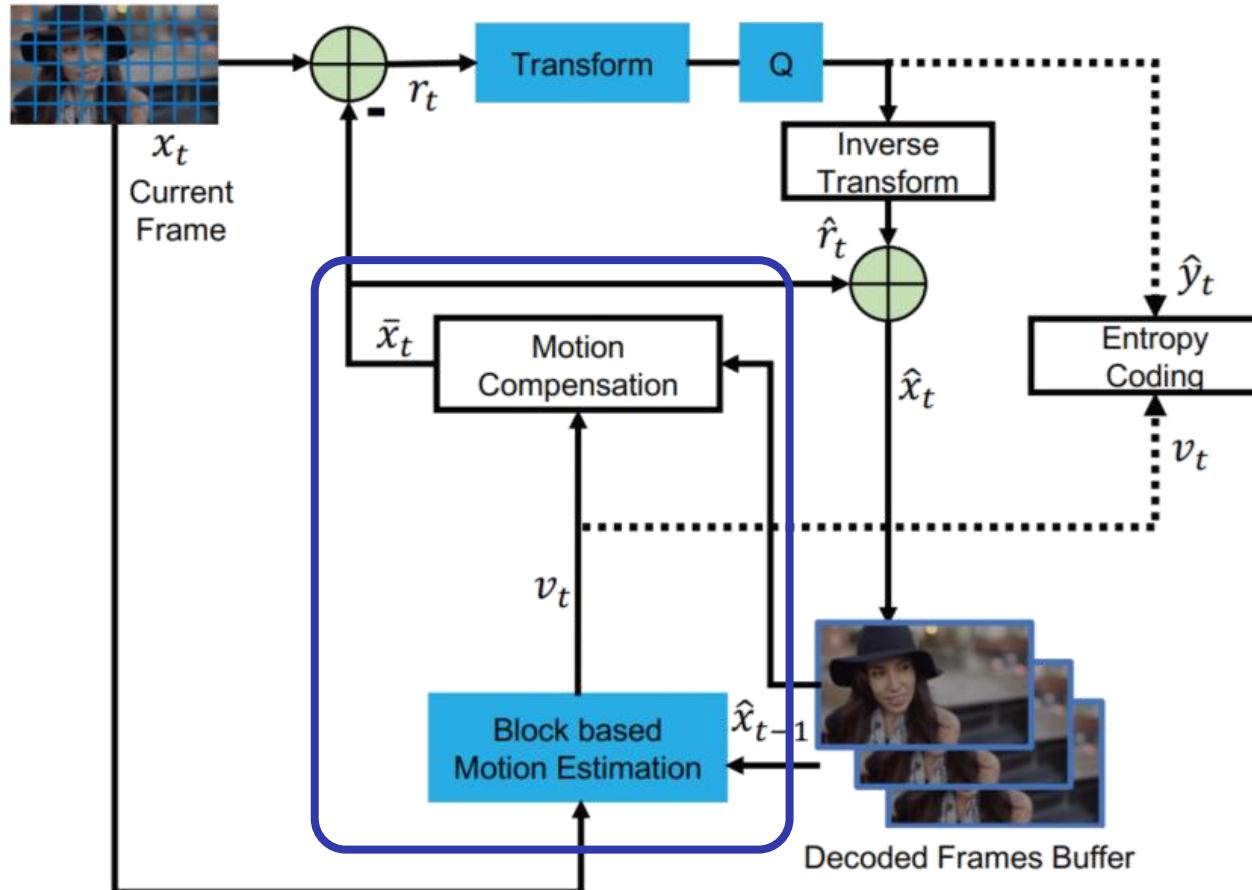


- The compression ratio can be 2.63



Original Frame difference

Video Compression



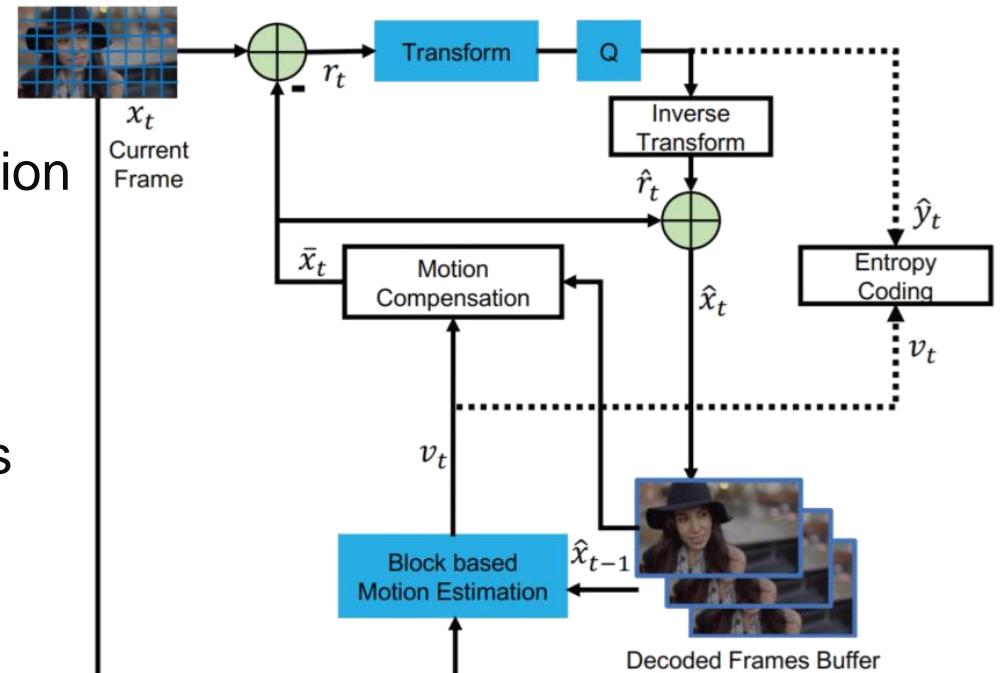
- Motion estimation
- Motion compensation
- Transform
- Quantization
- Entropy coding
- Inverse transform
- Frame reconstruction

Traditional Video Compression Framework

Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

Deep Video Compression

- Piecemeal Approaches:
 - Learned Motion estimation, motion compensation
 - Learned Transforms
 - Differentiable Quantization
 - Specialized Entropy Models
 - Deep models combined with classical methods
 - etc.
- End to End Approaches
 - ‘Deepen’ the traditional video coding schemes
 - New video coding framework / deep scheme

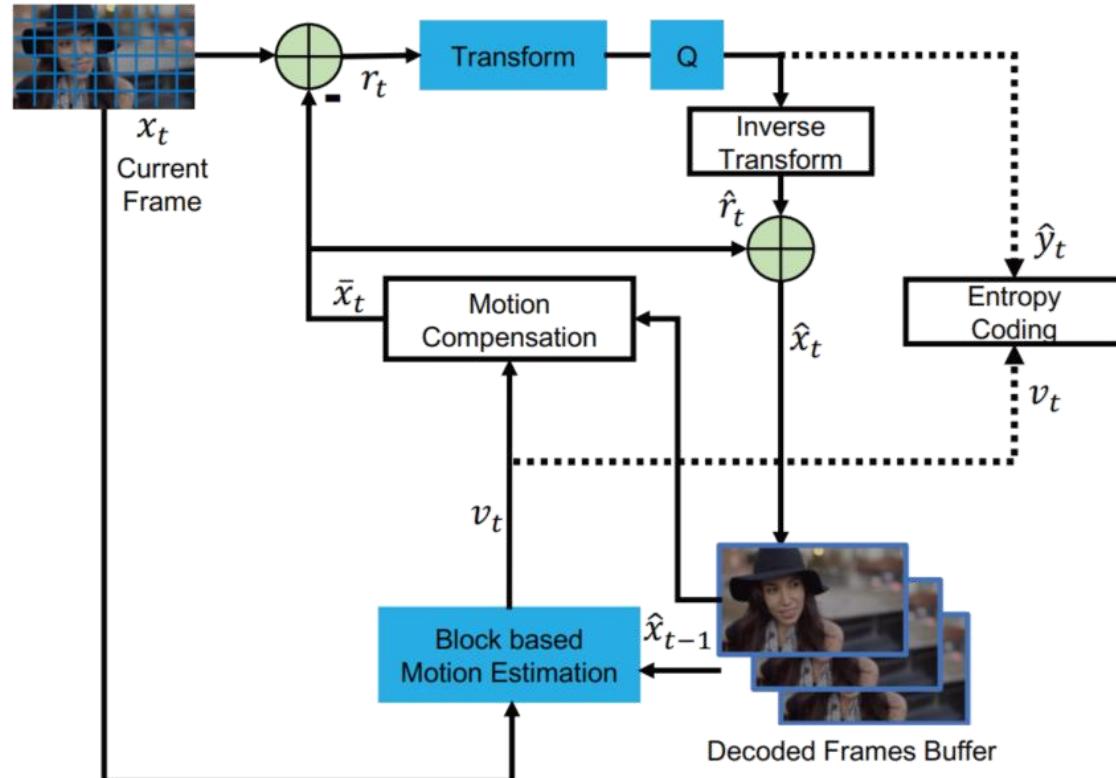


Deep Video Compression

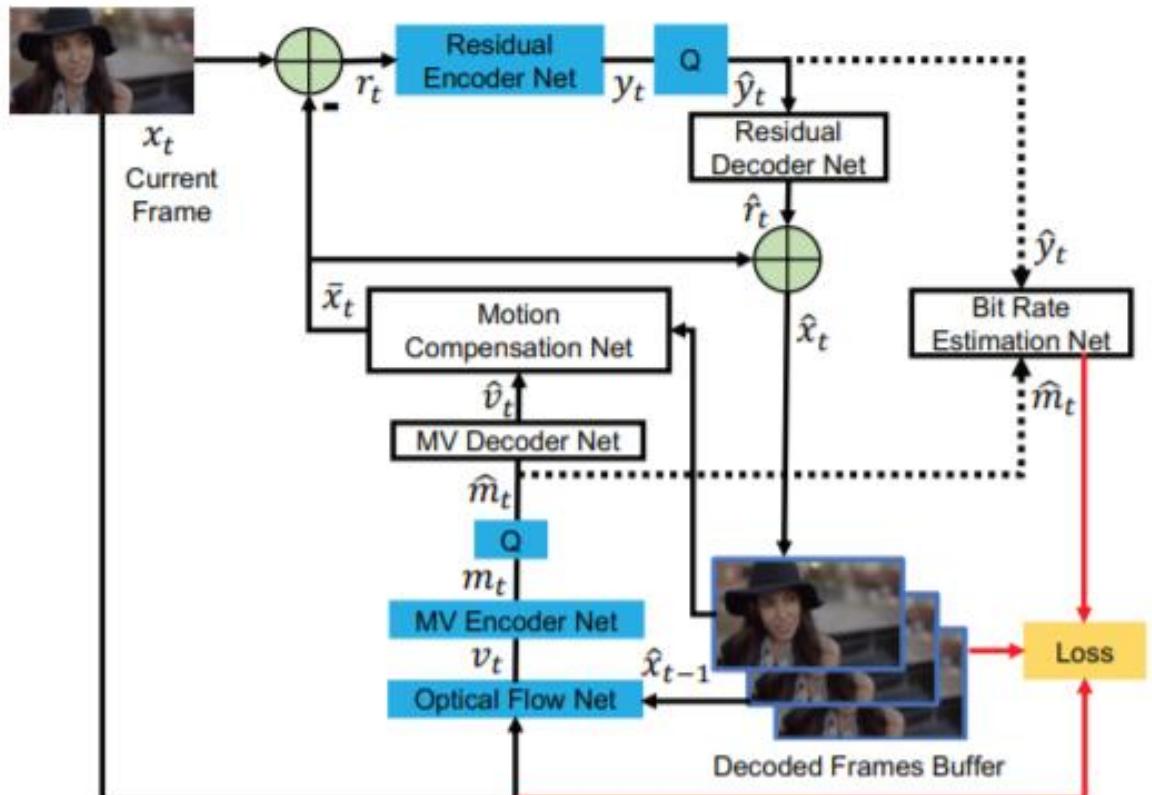
- Piecemeal Approaches:
 - Learned Motion Estimation, Motion Compensation
 - Learned Transforms
 - Differentiable Quantization
 - Specialized Entropy Models
 - Deep models combined with classical methods
 - etc.
- End to End Approaches
 - ‘Deepen’ the traditional video coding schemes
 - New video coding framework / deep scheme

Deep Video Compression: ‘Deepen’

Traditional Video Compression Framework



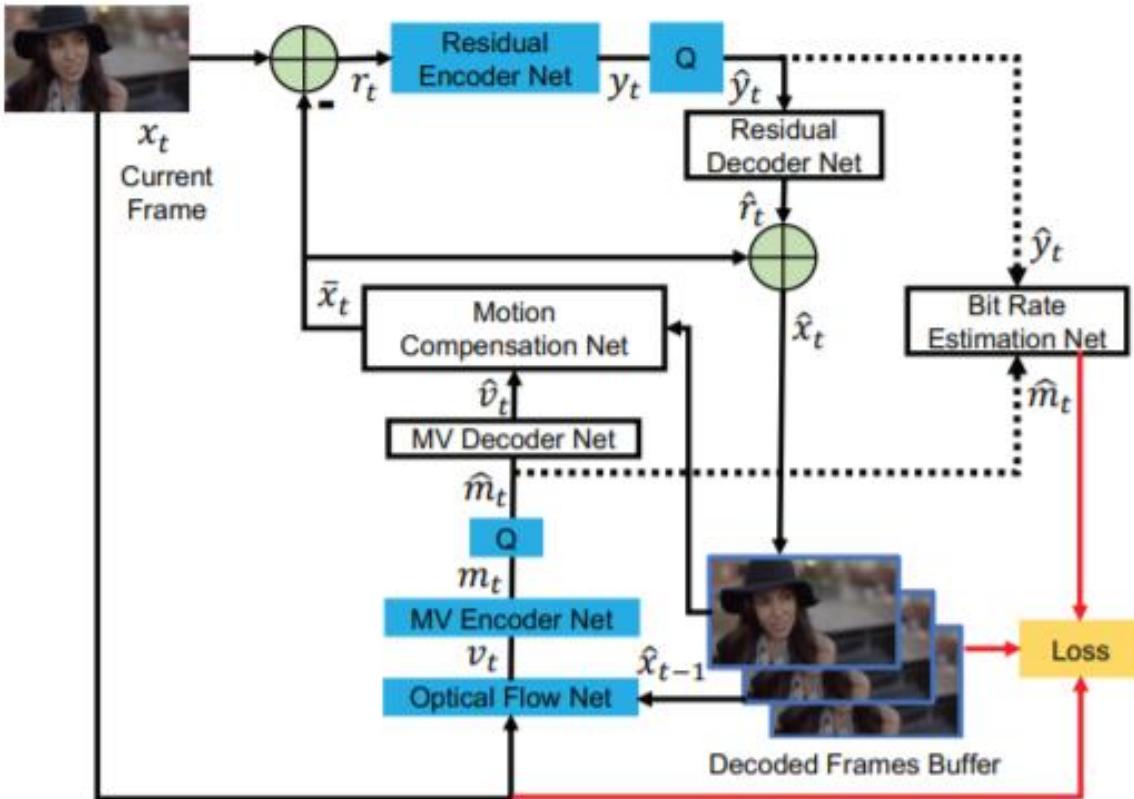
An end-to-end video compression network



Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

Deep Video Compression: ‘Deepen’

An end-to-end video compression network



Loss Function: rate-distortion optimization

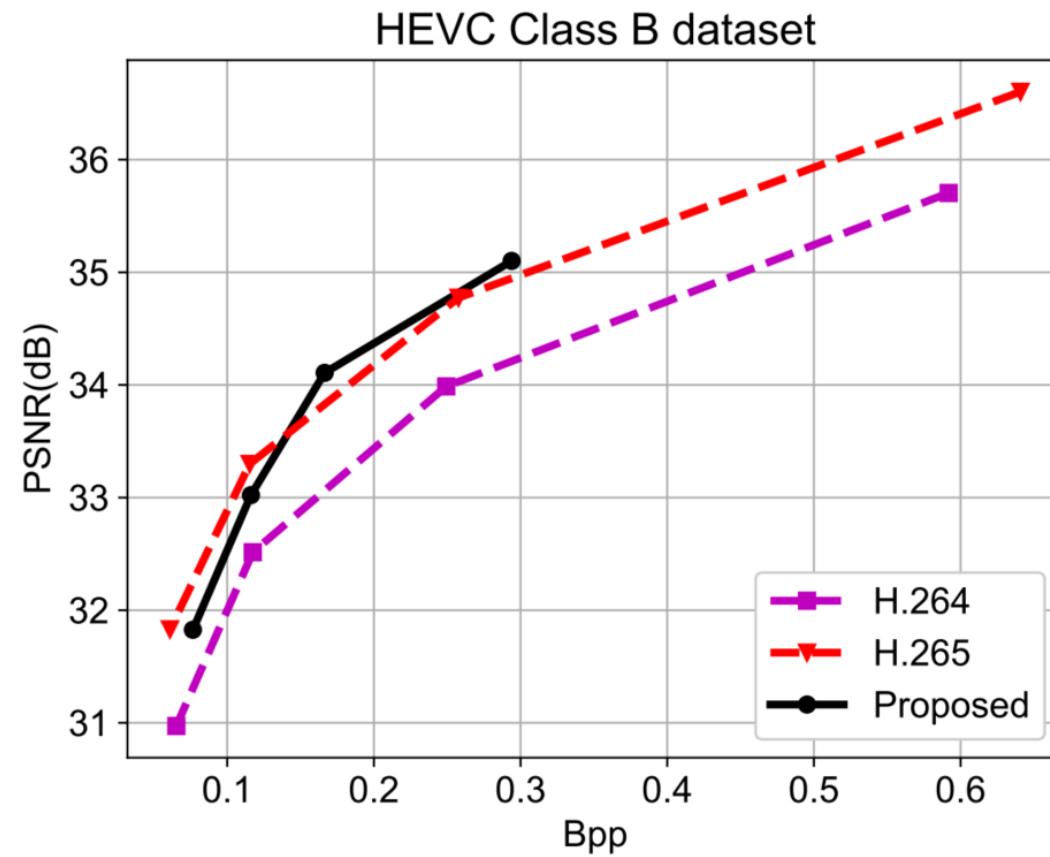
$$\lambda D + R = \lambda d(x_t, \hat{x}_t) + (H(\hat{m}_t) + H(\hat{y}_t))$$

d : MSE error

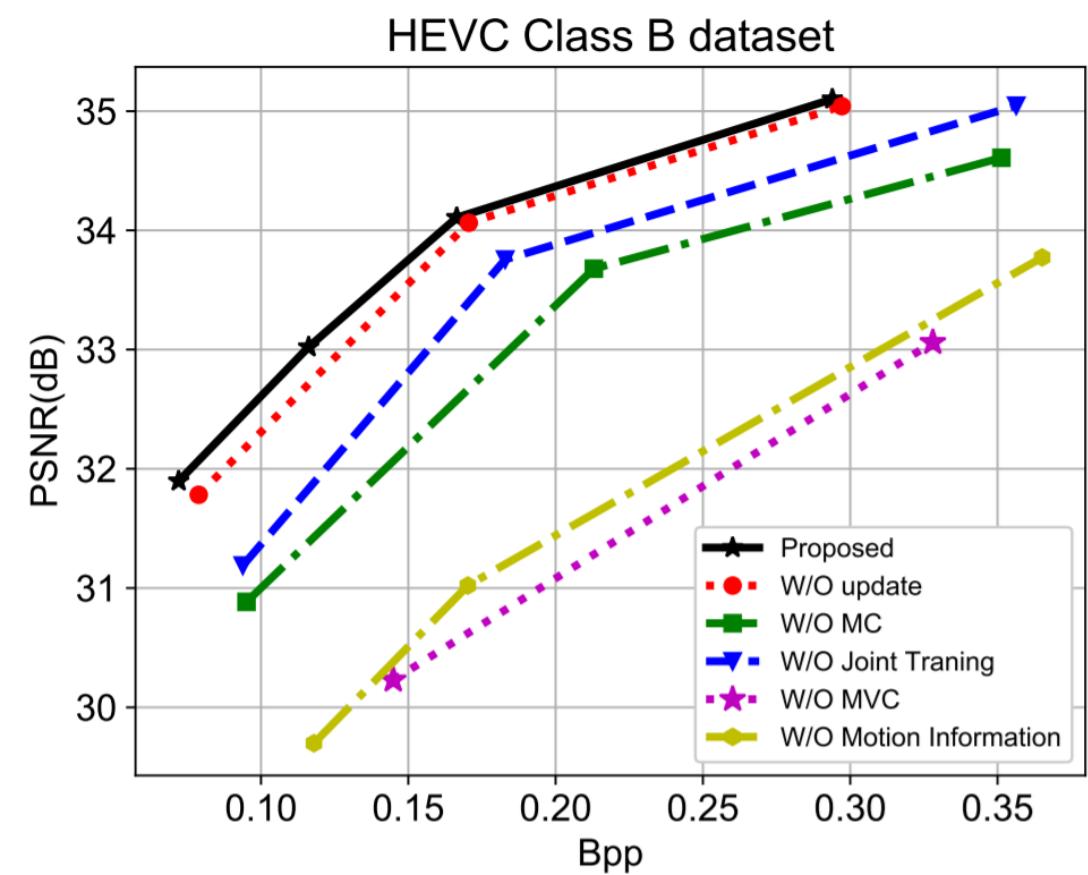
H : the number of bits used for encoding the representations, including motion \hat{m}_t and residual \hat{y}_t

Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

Deep Video Compression: ‘Deepen’



- Outperform H.264 in terms of PSNR
- Similar or better compared to H.265

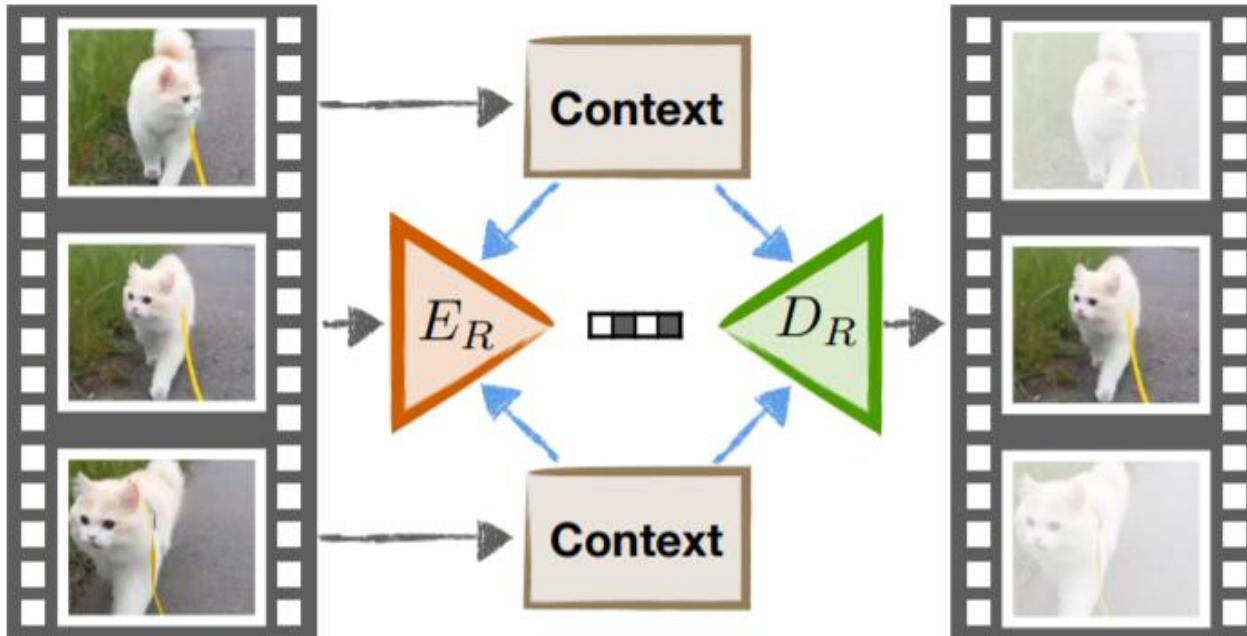


- Joint training the ‘deepen’ framework achieves the best performance

Deep Video Compression: Deep Scheme

- Piecemeal Approaches:
 - Learned Motion estimation, motion compensation
 - Learned Transforms
 - Differentiable Quantization
 - Specialized Entropy Models
 - Deep models combined with classical methods
 - etc.
- End to End Approaches
 - ‘Deepen’ the traditional video coding schemes
 - New video coding framework / deep scheme

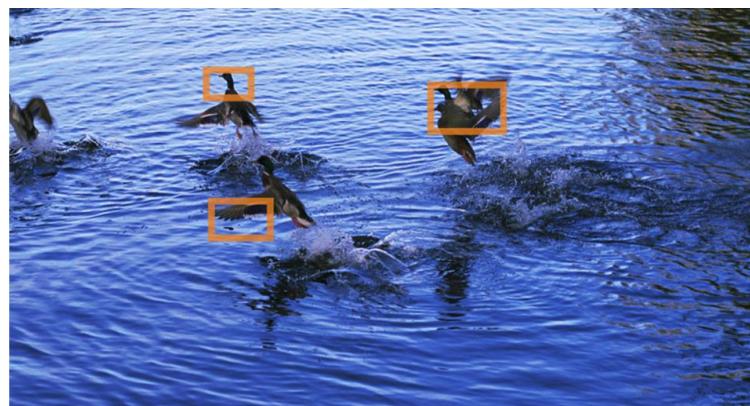
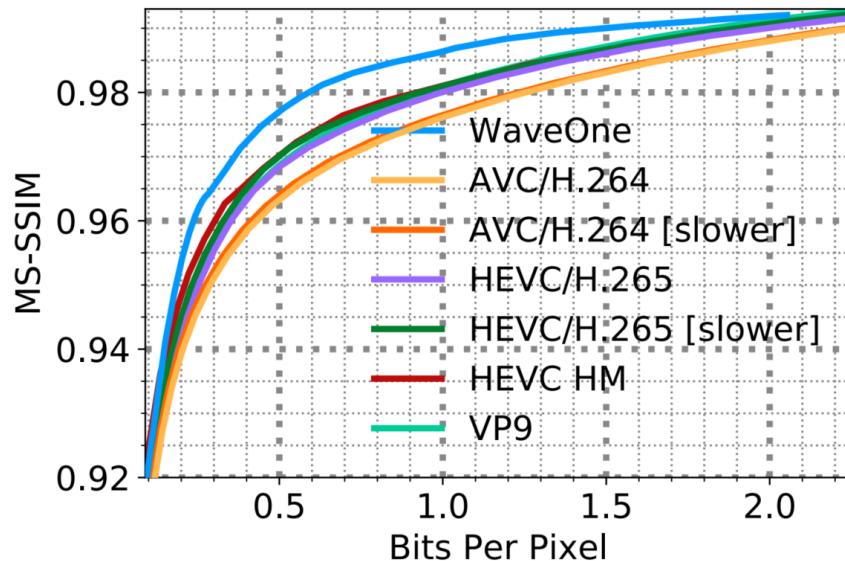
Deep Video Compression: Deep Scheme



- Video compression -- Repeated image interpolation
- Encodes key frames via NN
- Reconstructs remaining frames by interpolating
- On par with H.264

Wu et al. Video Compression through Image Interpolation, 2018, ECCV

Deep Video Compression: Performance



- State of the art performance (MS-SSIM)
- Not sufficient for real-time deployment

Rippel et al., Learned Video Compression, 2019, ICCV

Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

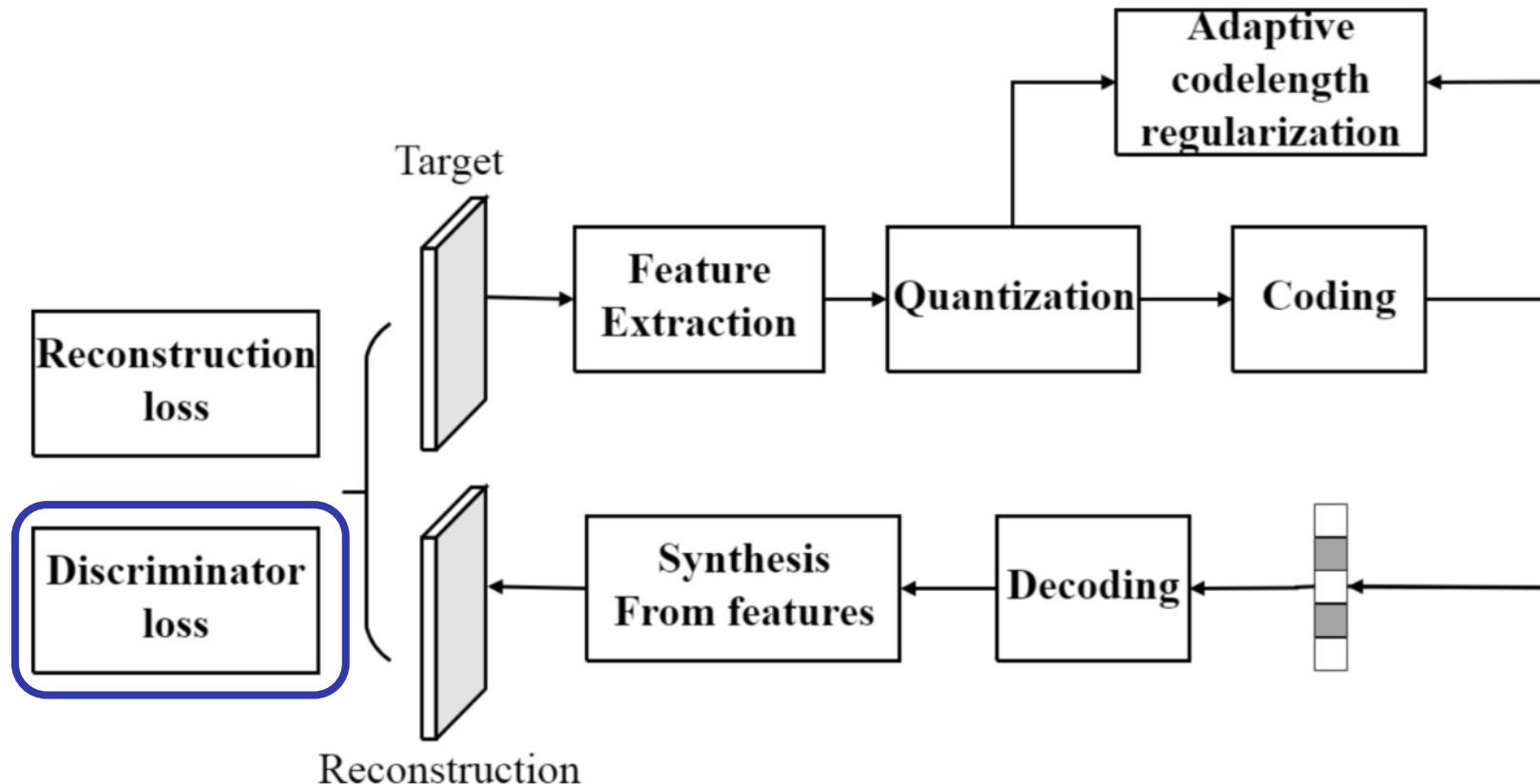
Special Purpose Coding

- Distortion: MSE, SSIM, PSNR, etc.
- Perceptual Naturalness of the reconstructed image/video
- Extreme Image Compression, e.g. targeting bitrates below 0.1 bpp

Generative modelling:

GAN (generative adversarial network), VAE (variational auto-encoder)

Special Purpose Coding



- **Discriminator loss:** encourages visually pleasing reconstructions

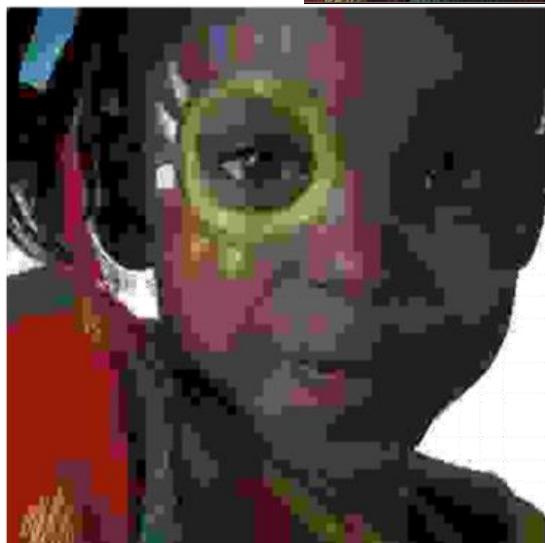
Rippel et al., Real-Time Adaptive Image Compression, 2017, ICML

Special Purpose Coding

Original
24 BPP



- Run in real-time
- Across different quality levels
 - 2.5 times smaller than JPEG, JPEG2000
 - 1.7 times smaller than BPG



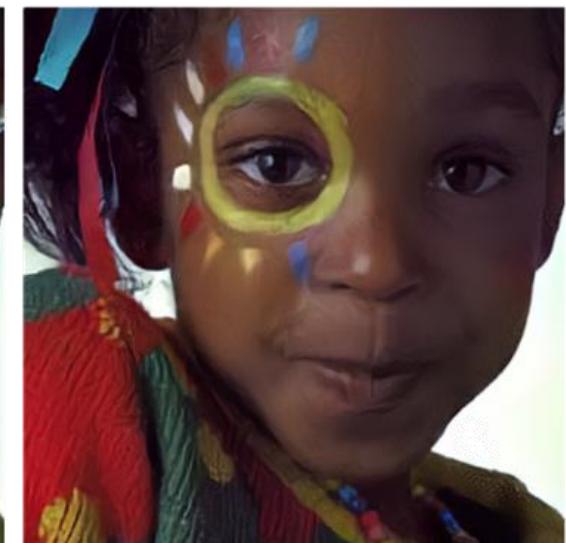
JPEG
0.0826 BPP



JPEG 2000
0.0778 BPP



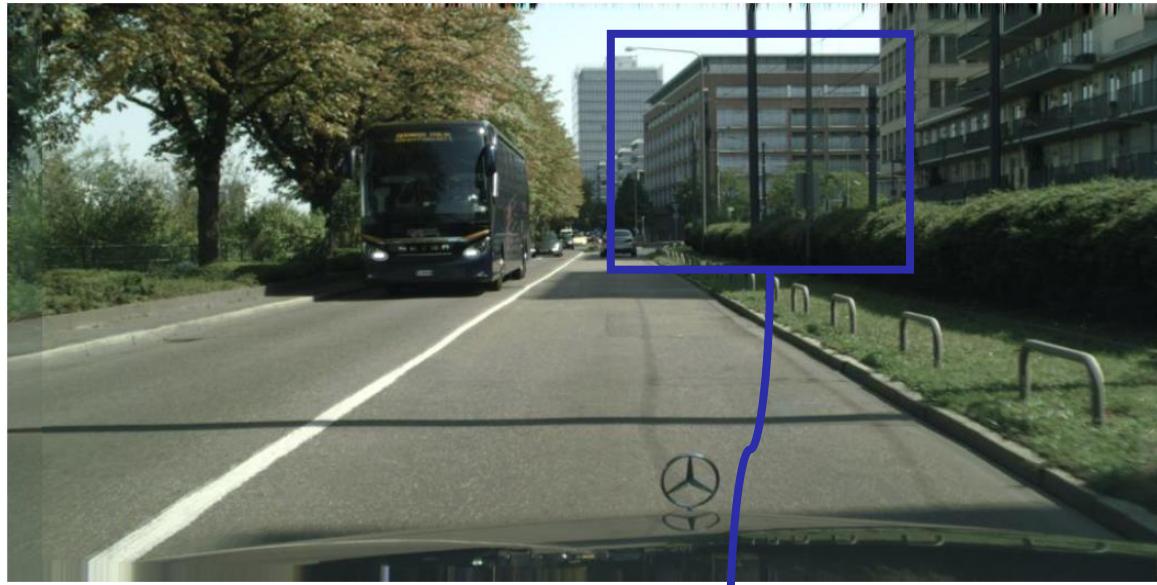
WebP
0.0945 BPP



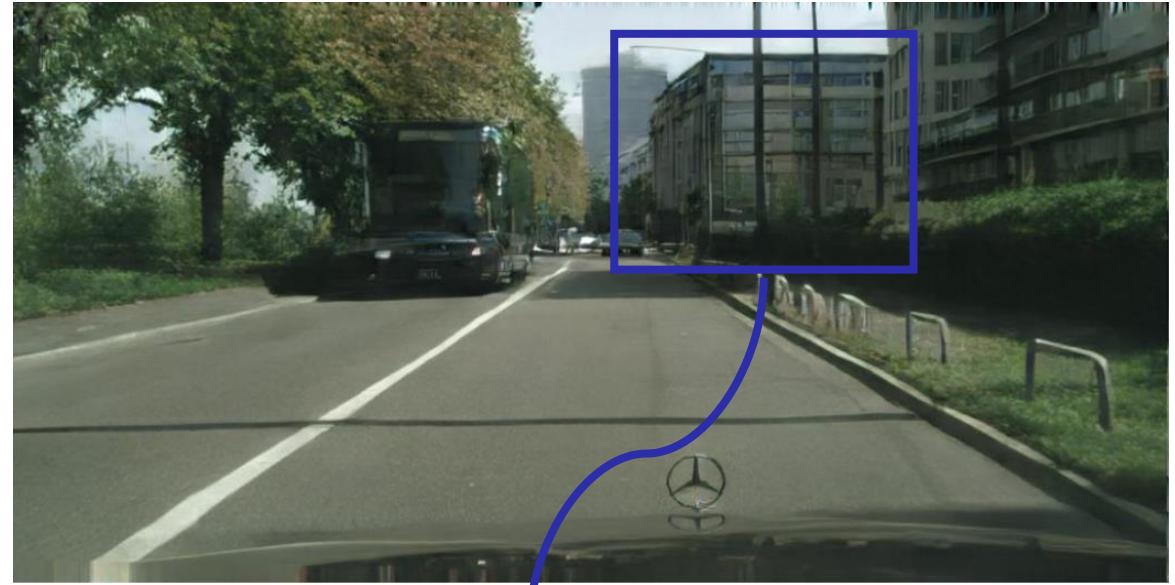
Ours
0.0768 BPP

Rippel et al., Real-Time Adaptive Image Compression, 2017 ICML

Special Purpose Coding



- Original

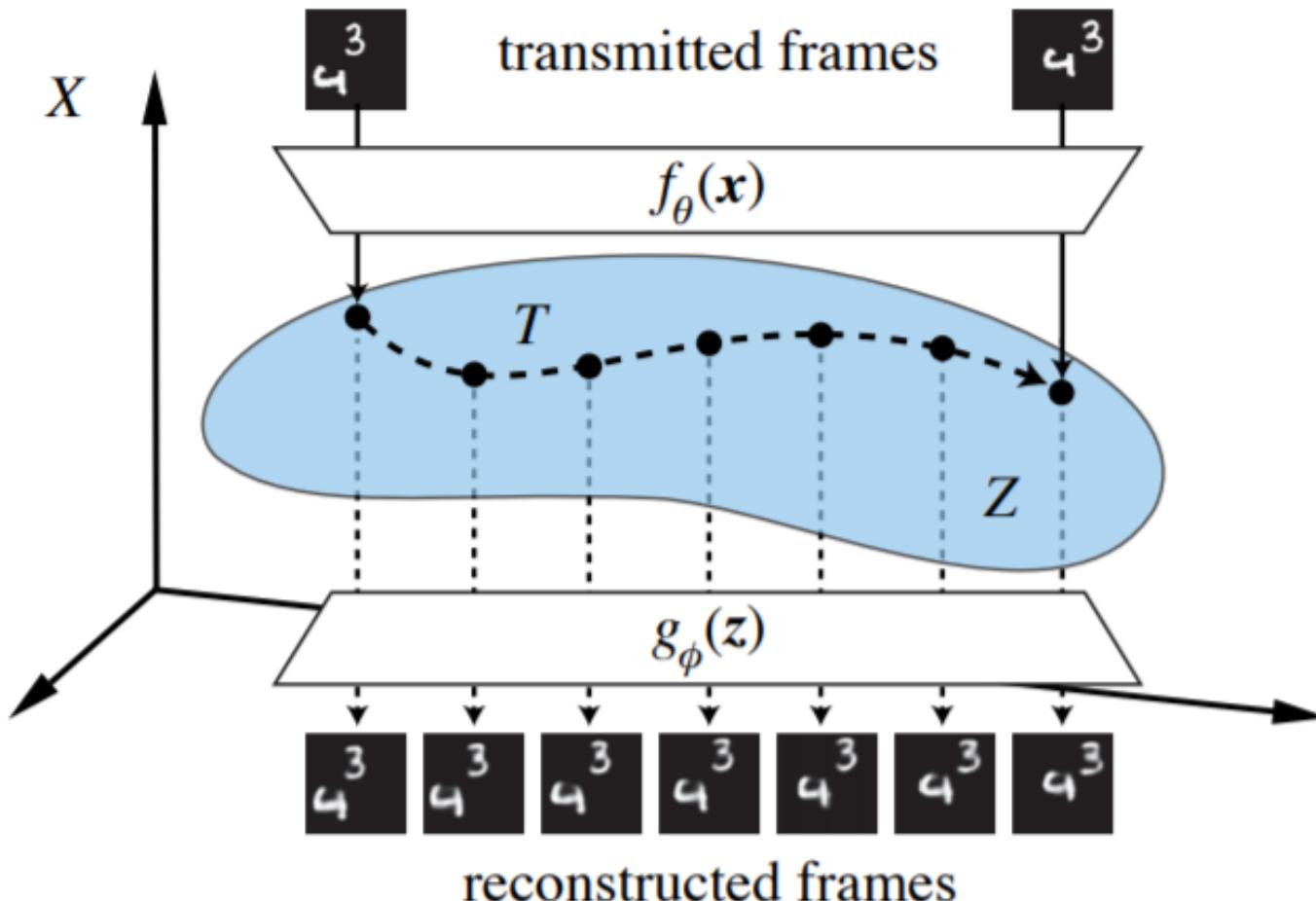


- Decoded image by GAN based method



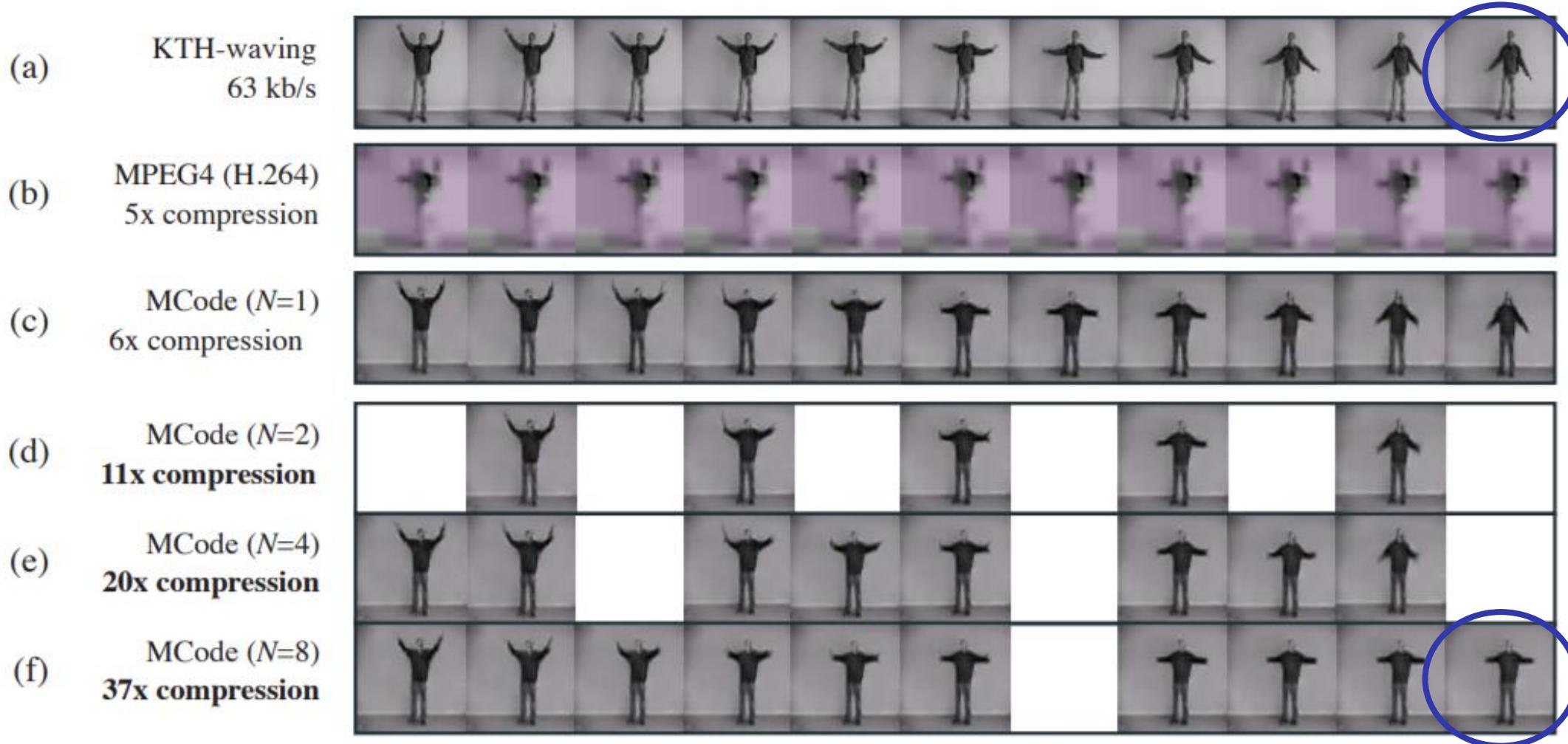
Agustsson et al., Generative Adversarial Networks for Extreme Learned Image Compression , 2019, ICCV

Special Purpose Coding



Santurkar et al. Generative Compression, 2018, PCS

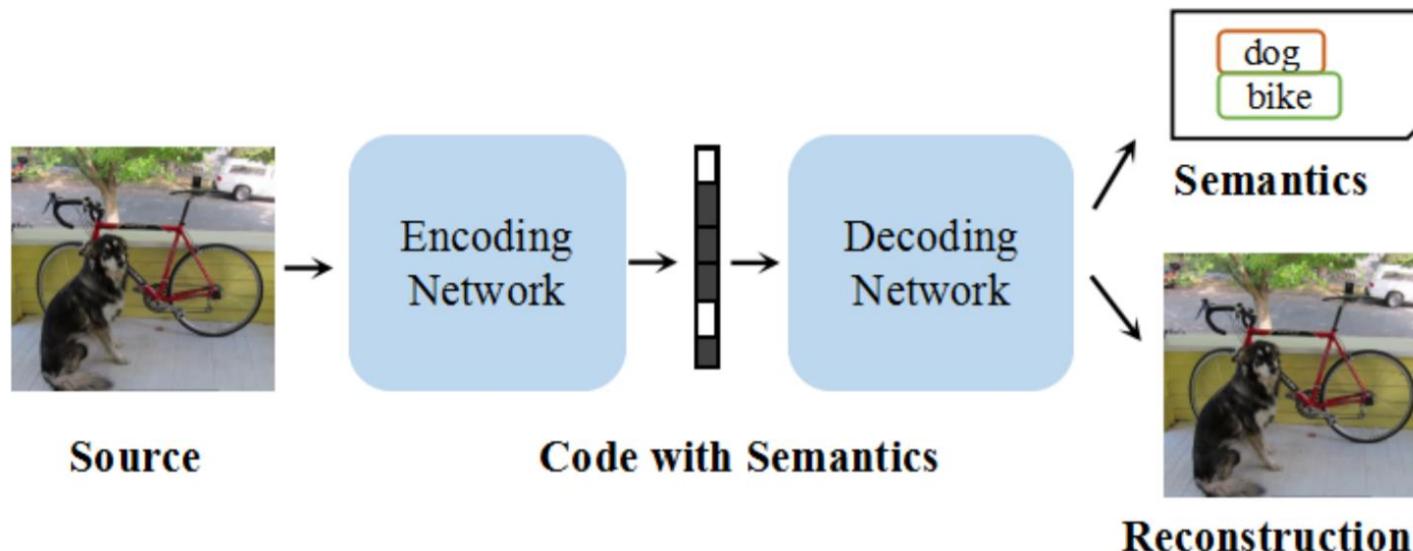
Special Purpose Coding



Santurkar et al. Generative Compression, 2018, PCS

Special Purpose Coding

- Semantic coding



- Carry semantic information during storage and transmission
- Reduce computation of semantic analysis (such as object recognition) in client-side applications.

Loss: compression ratio + distortion + semantic analysis

Luo et al., DeepSIC: Deep Semantic Image Compression, 2018, ICONIP

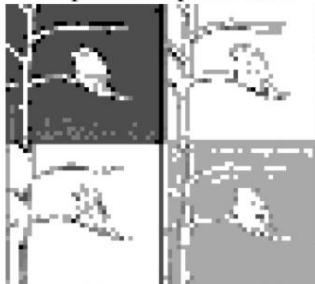
Special Purpose Coding

- Image analysis in the compressed domain

Original RGB image



Compressed representation

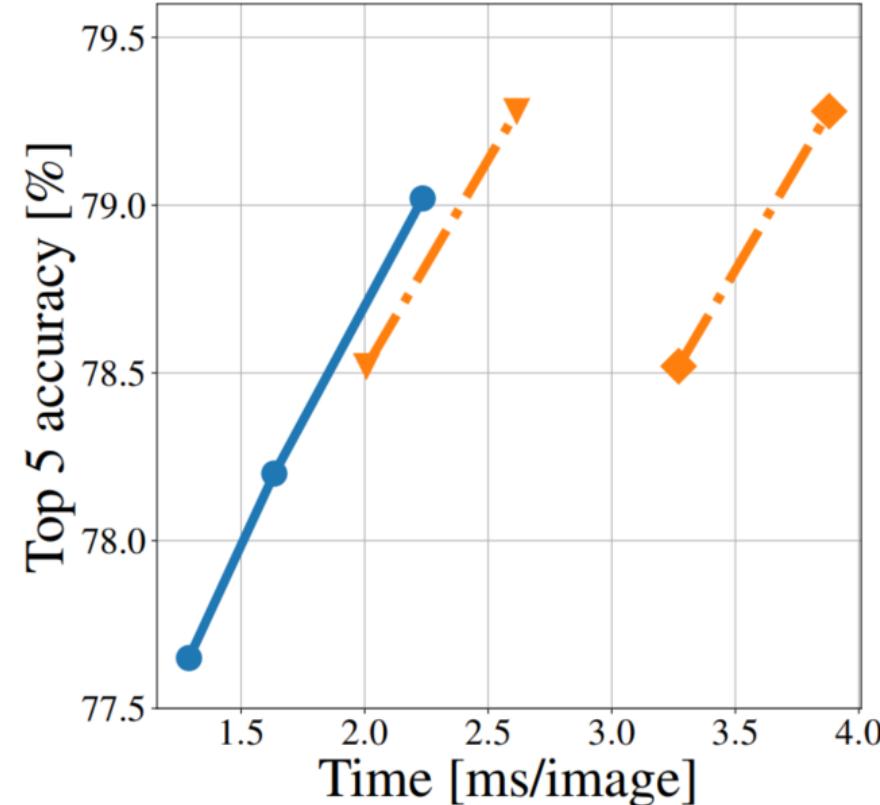


0.3 bits per pixel

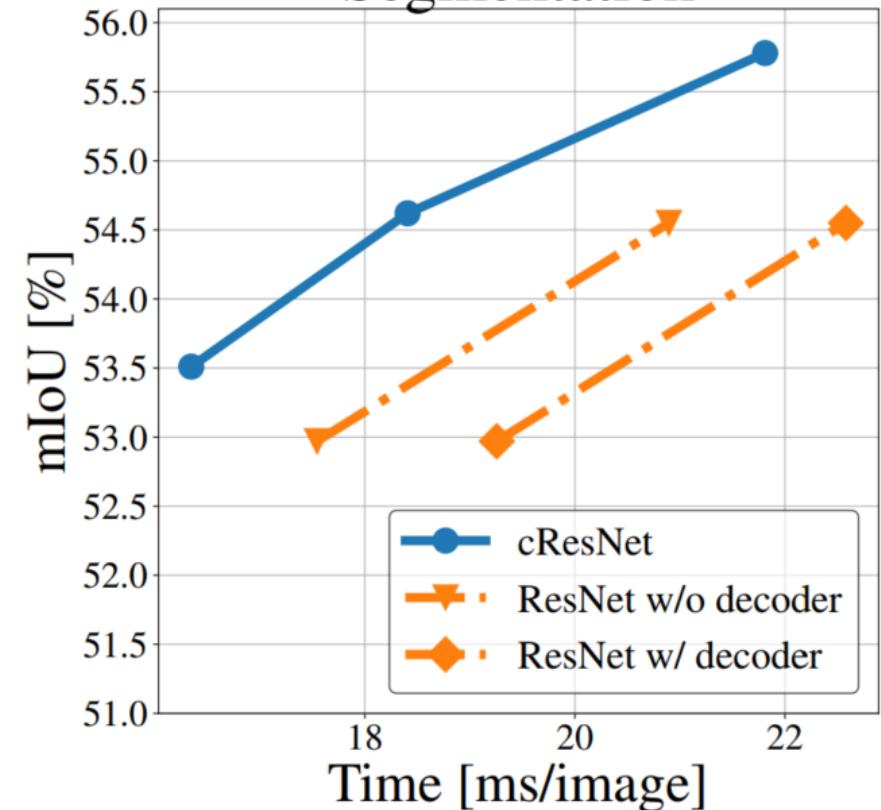
Decoded RGB image



Classification



Segmentation



Torfason et al., Towards Image Understanding from Deep Compression without Decoding, 2018, ICLR

Dataset

- Training dataset
 - Many existing image sets: ImageNet, DIV2K, etc.
 - Vimeo-90k dataset
 - 89,800 independent clips that are different from each other in content.
- Testing dataset
 - Kodak: 24 images with resolution 512x768
 - Tecnick: 100 images with resolution 1200x1200
 - UVG dataset
 - HEVC Standard Test Sequences
- **CLIC** -- CVPR Workshop and Challenge on Learned Image Compression
 - On average with resolution of 1913x1361 for mobile photos
 - On average with resolution of 1803x1175 for professional photos
 - Updated year by year, since 2018
- 2020
 - Predicted Frame Encoding track
 - Low bitrate track

Self supervised
No manual lable is needed

Outline

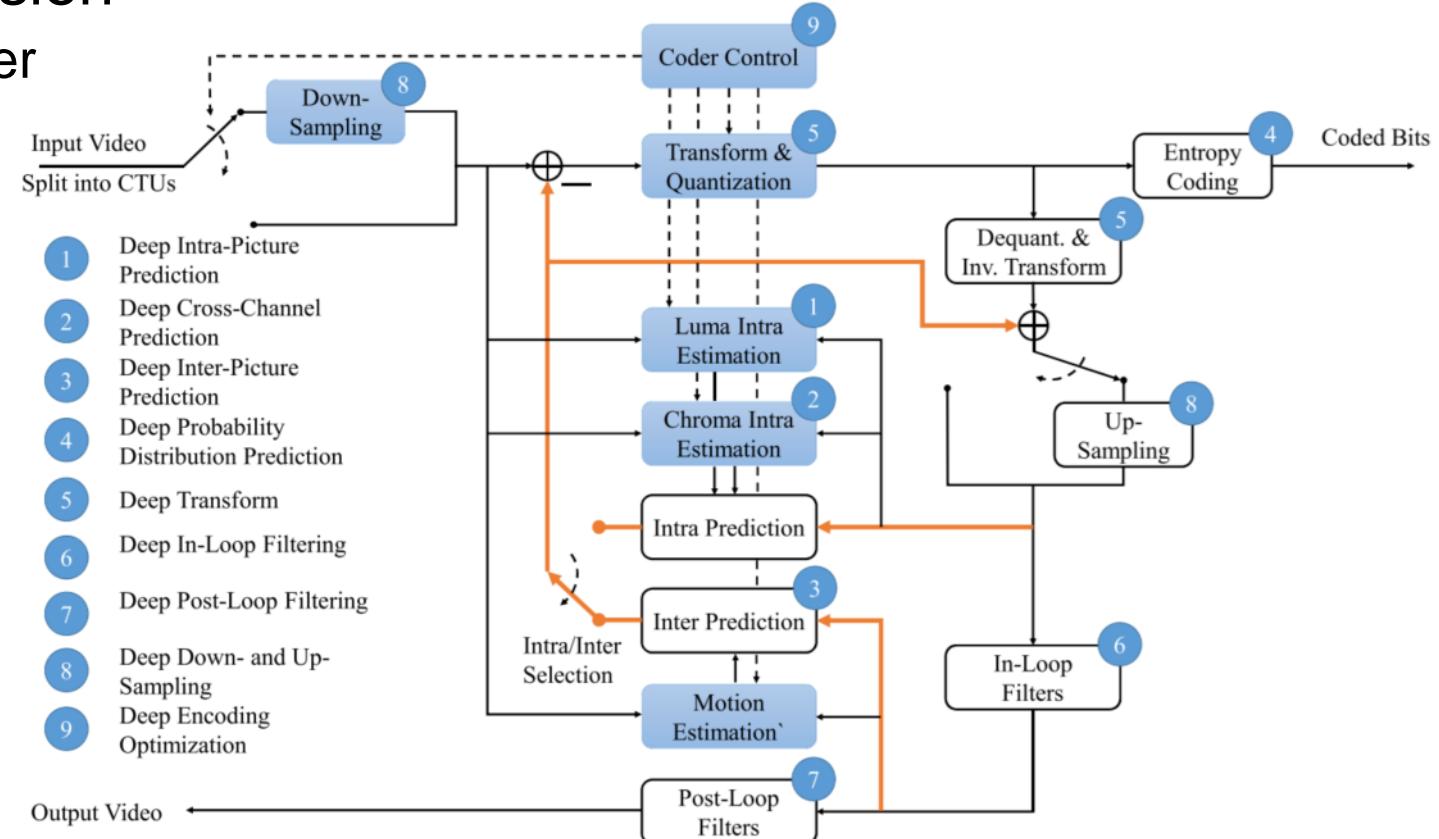
- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

Summary: Use of Deep Learning for Image/Video Compression

- Image Compression
 - Piecemeal Approaches
 - End to End Approaches
- Video Compression
 - Piecemeal Approaches
 - End to End Approaches
- Special purpose coding
 - Perceptual Naturalness
 - Extreme image compression
 - Semantic coding
 - Image analysis in the compressed domain

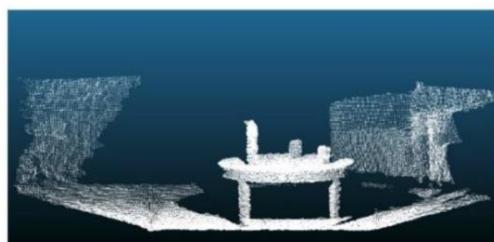
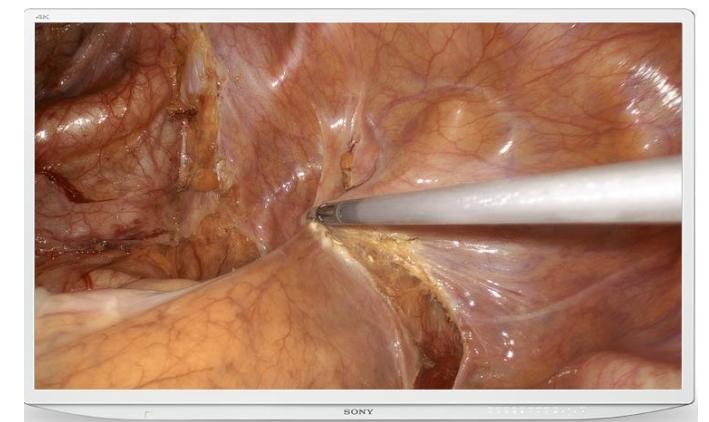
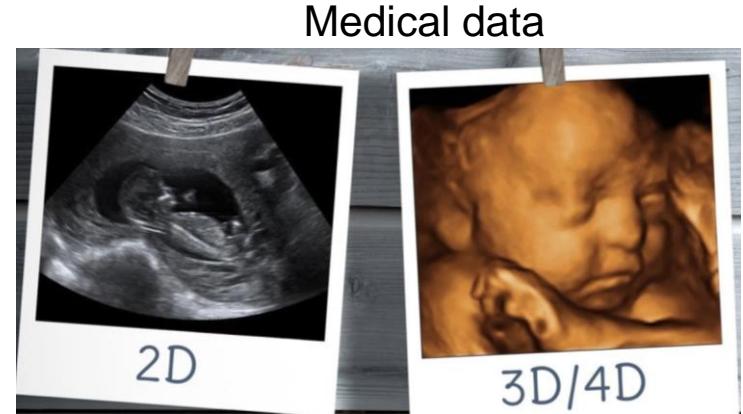
Discussion

- Neural to Classical Compression
 - Some blocks can be ported over
 - Learned transforms
 - Better entropy models
 - e.g. Hyperprior
 - Learned motion estimation
 - etc.
 - ‘Deepen’ traditional coding schemes
 - End to end deep schemes



Discussion

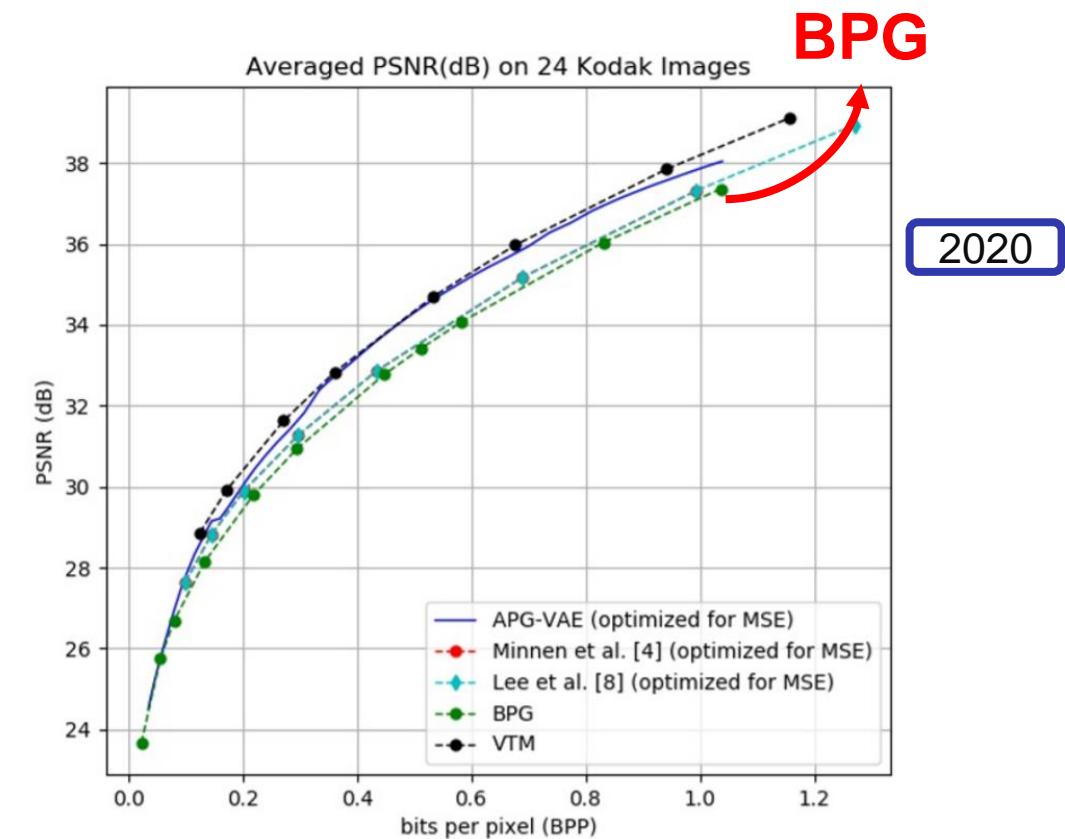
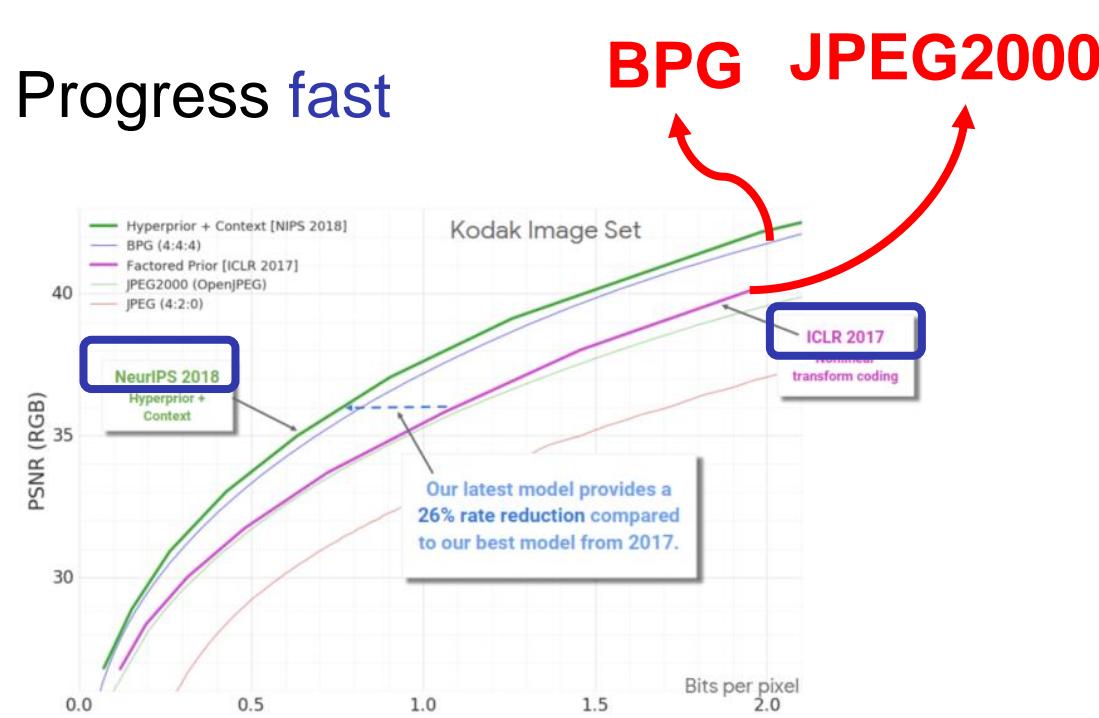
- Whole framework can be **jointly optimized**
- **Flexible**
 - MSE, SSIM, other differentiable objective metrics
- Optimization for special purpose:
 - perceptual naturalness
 - extreme image compression
 - semantic coding
 - ...
- Chance for new and more flexible schemes
- May help solving new challenges, e.g. medical data



Discussion

Although,

- In its infancy, outperforms the JPEG2000 and slightly better/start to outperforms HEVC
- Computational demanding



Future Considerations

- Deep compression for new data: point cloud, AR/VR data, medical data
- Computational efficient compression
- Energy efficient compression
- Better quality metrics: more perceptual related



The Norwegian
Colour and Visual Computing
Laboratory



NTNU

Oslo
University Hospital
The Intervention Centre

Université
Sorbonne
Paris Nord

Thank you