

# Conditional Coding for Flexible Learned Video Compression

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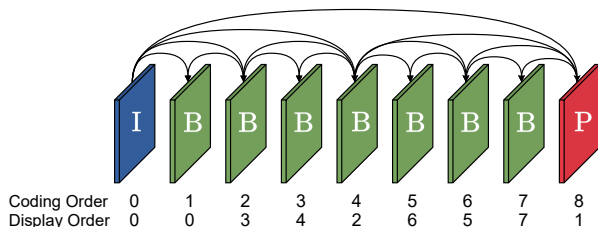
*ICLR 2021 – Neural Compression Workshop, 7 May 2021*



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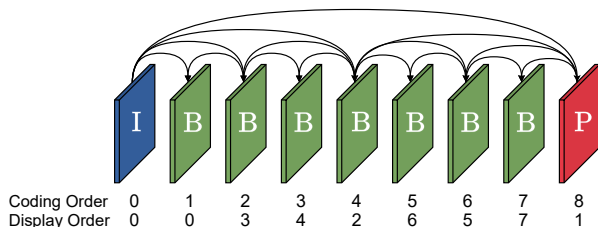
- **Learned** Video Coding



- 2 types of frame  $\left\{ \begin{array}{l} \text{Intra} : 0 \text{ reference (I)} \\ \text{Inter} : 1 \text{ ref. (P) or 2 ref. (B)} \end{array} \right.$

# Context & Contributions

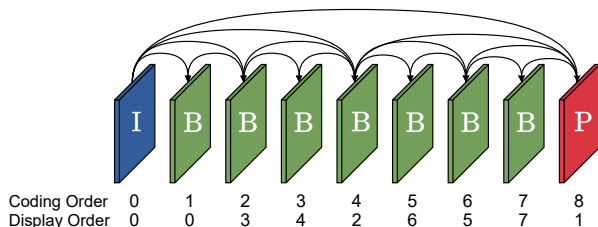
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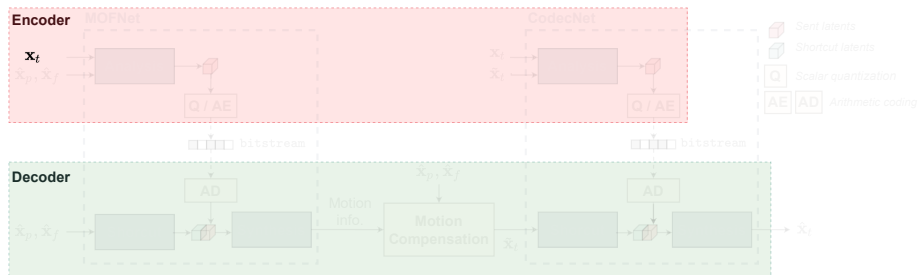
# Context & Contributions

- **Learned** Video Coding



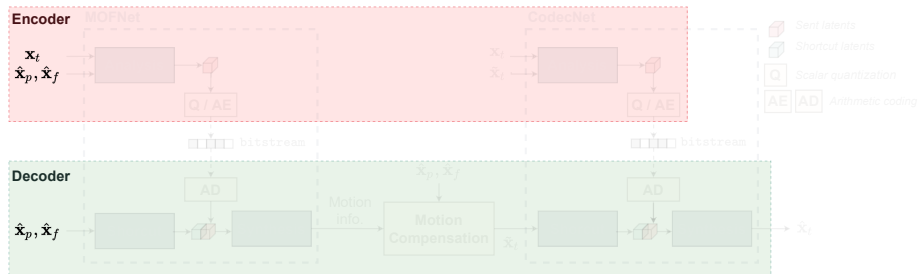
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- Previous work: **2 separate coders** for intra and inter-frames
- Contribution: **conditional coding**
  - Leverage 0, 1 or 2 ref. with a **unique** coder
  - **Flexible** coder on par with HEVC

# Coding Scheme Overview



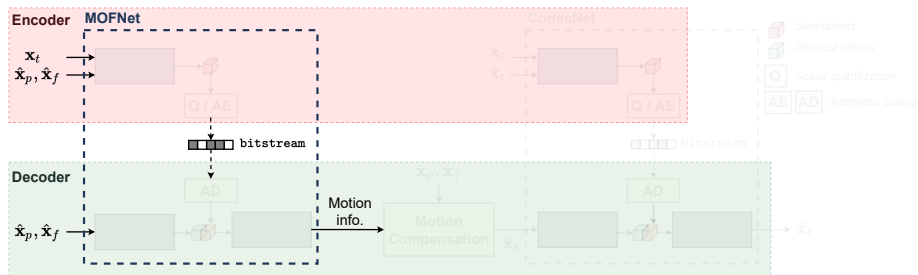
- Coding  $\mathbf{x}_t$

# Coding Scheme Overview



- Coding  $x_t$  knowing **up to 2** references  $\hat{x}_p$ ,  $\hat{x}_f$

# Coding Scheme Overview

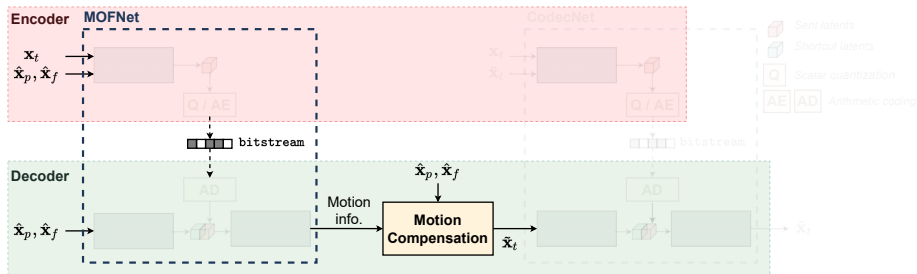


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- MOFNet transmits **motion info**



*Optical flow for motion compensation*

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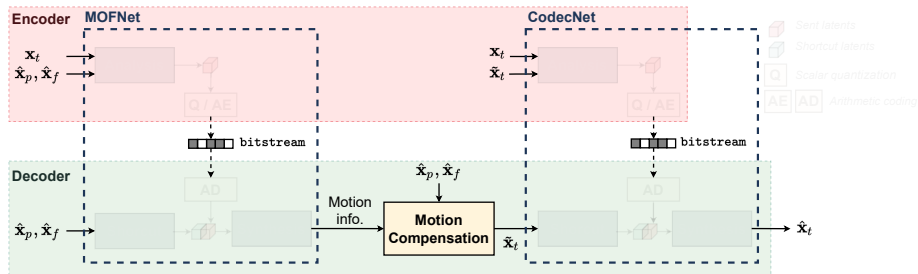
- Coding  $x_t$  knowing **up to 2** references  $\hat{x}_p$ ,  $\hat{x}_f$
- MOFNet transmits **motion info** to compute the prediction  $\tilde{x}_t$



*Optical flow for motion compensation*

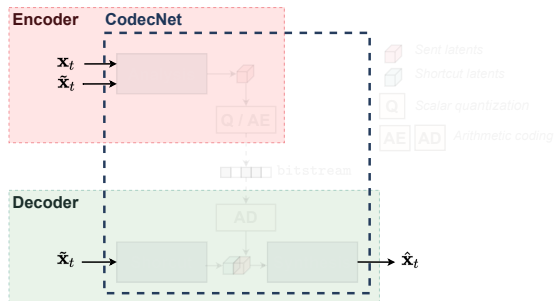


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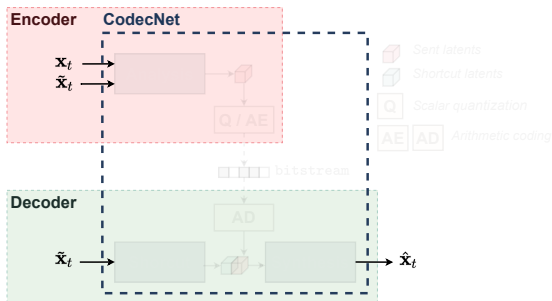


- Coding  $x_t$  knowing **up to 2** references  $\hat{x}_p$ ,  $\hat{x}_f$
- MOFNet transmits **motion info**
- CodecNet sends the **unpredictable** part to get the decoded frame  $\hat{x}_t$

# Conditional Coding

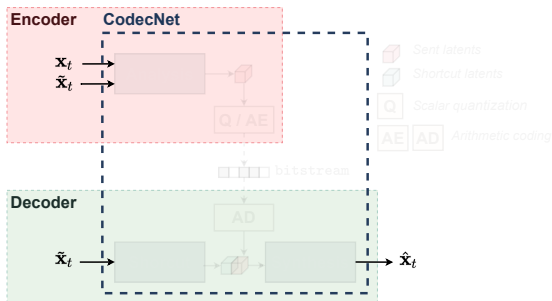


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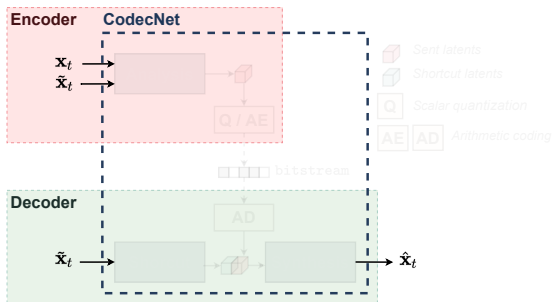
- Transmit  $x_t$  knowing  $\tilde{x}_t$
- Previous work: **residual** coding
  - **2 types** of signal: image (intra) & residue (inter) → **2 coders**

# Conditional Coding



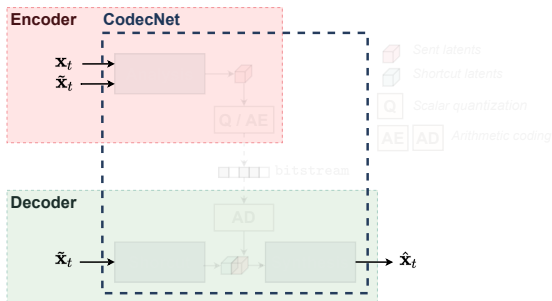
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- Conditional coding: **generalization** of residual coding

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- Conditional coding: **generalization** of residual coding
  - Always process image-domain inputs → **single coder**

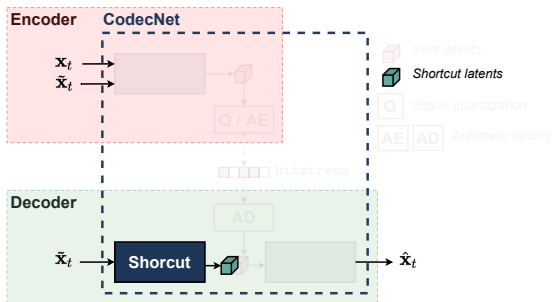
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  - **2 types** of signal: image (intra) & residue (inter) → **2 coders**
- Conditional coding: **generalization** of residual coding
  - Always process image-domain inputs → **single coder**
  - Offer better performance<sup>1</sup>

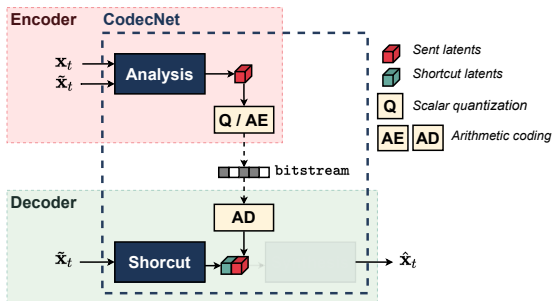
<sup>1</sup>Ladune, *Optical Flow and Mode Selection for Learning-based Video Coding*, MMSP 2020

# Conditional Coding



- Shortcut: exploit **decoder information**

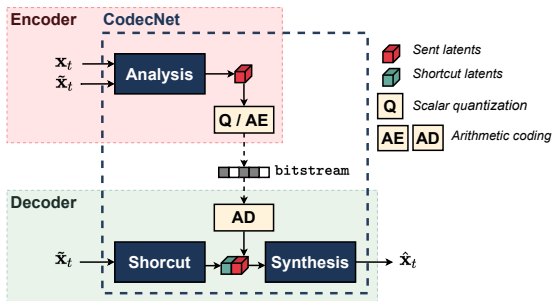
# Conditional Coding



- Shortcut: exploit **decoder information**
- Analysis: transmit information **not present at the decoder**

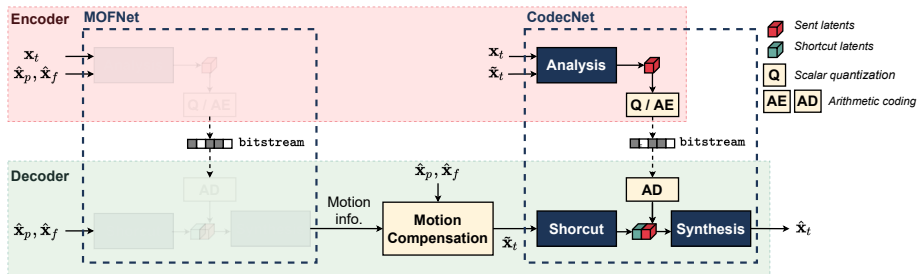


# Conditional Coding



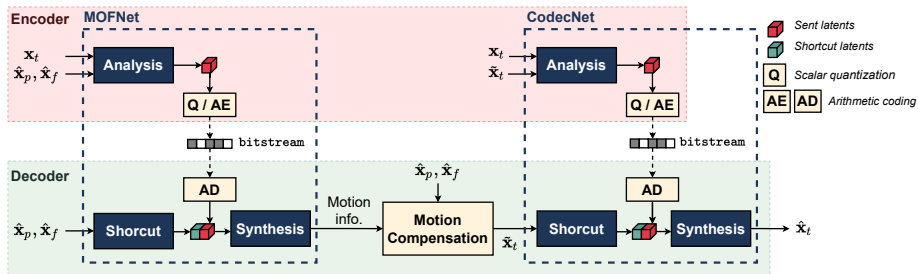
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- Analysis: transmit information **not present at the decoder**
- Synthesis: process both **shortcut and analysis** latents

# Coding Scheme Overview



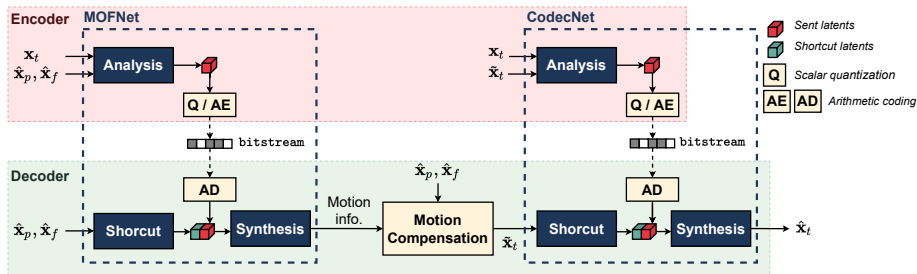
## • Conditional Coding for CodecNet

# Coding Scheme Overview



- Conditional Coding for CodecNet and MOFNet

# Coding Scheme Overview

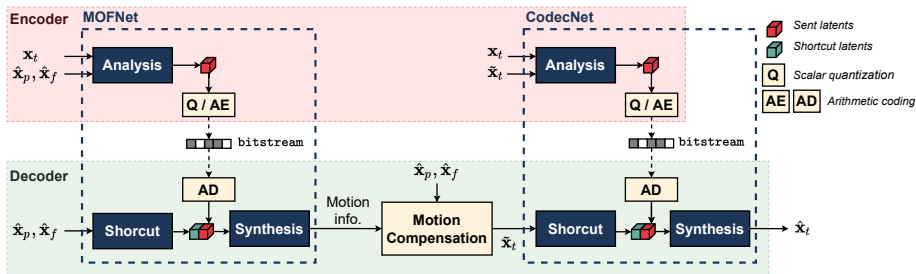


- Conditional Coding for CodecNet and MOFNet
  - **Retrieve motion information** from the references



Motion from the shortcut

# Coding Scheme Overview



- Conditional Coding for CodecNet and MOFNet
  - **Retrieve motion information** from the references
  - The analysis transform sends only a **small** correction

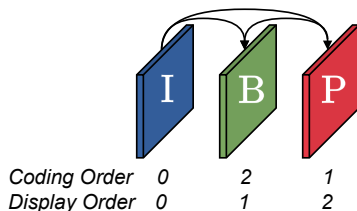


Motion from the shortcut



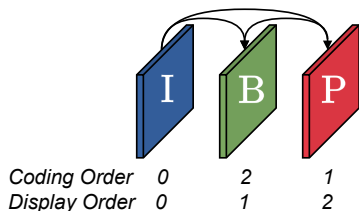
Motion from the analysis

# Training process



- The system is trained to code an **entire GOP** (+ the first I)
  - Our system learns to code I, P & B-frames

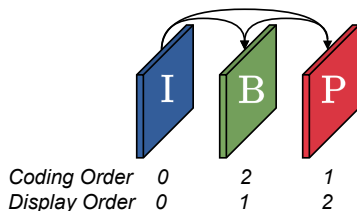
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$$\mathcal{L}_\lambda = \sum_t D(\mathbf{x}_t, \hat{\mathbf{x}}_t) + \lambda R(\hat{\mathbf{x}}_t)$$

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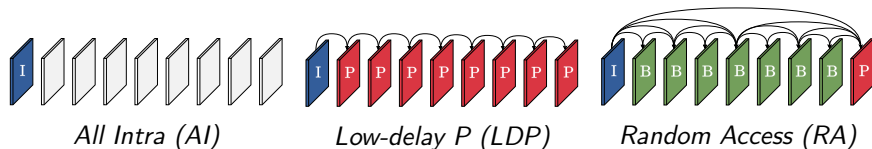
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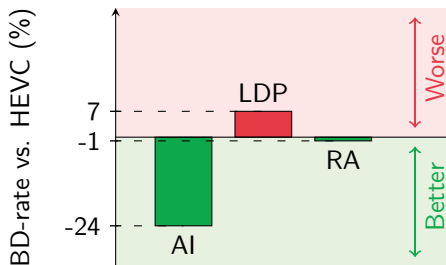
- **Single** backward for all the frames: model compression **noise propagation**



# Experimental Results



- Evaluation on 3 coding configurations against HEVC



- Our **single-coder** system is **on par** with HEVC for the 3 coding config.

Thanks for your attention