# ModeNet: Mode Selection Network for Learned Video Coding

Paper ID: 25

**Théo LADUNE**<sup>1,2</sup>, Pierrick PHILIPPE<sup>1</sup>, Wassim HAMIDOUCHE<sup>2</sup>, Lu ZHANG<sup>2</sup>, Olivier DÉFORGES<sup>2</sup>

Orange Labs, France — <sup>2</sup>INSA Rennes, France theo.ladune@orange.com

IEEE International Workshop on Machine Learning for Signal Processing (MLSP), Sept. 2020



#### Introduction

Video signals exhibit many temporal redundancies



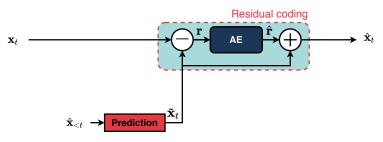
Three consecutive frames of a video

• Video codecs leverage them with inter-frame coding *i.e.* using information from already received frames  $\hat{\mathbf{x}}_{< t} = \{\hat{\mathbf{x}}_{t-1}, \ \hat{\mathbf{x}}_{t-2} \ldots \}$  to lower the amount of data needed to transmit  $\mathbf{x}_t$ 

Ladune et al.

#### Introduction - Problem statement

- Recent learning-based codecs<sup>1,2,3</sup> implement inter-frame coding by
  - 1. Computing  $\tilde{\mathbf{x}}_t$  a prediction of  $\mathbf{x}_t$
  - 2. Residual (i.e. prediction error  $\mathbf{r} = \tilde{\mathbf{x}}_t \mathbf{x}_t$ ) coding with an Auto-Encoder



• Improve 2: Given a prediction  $\tilde{\mathbf{x}}_t$ , what is the best way of sending  $\mathbf{x}_t$ ?

<sup>&</sup>lt;sup>1</sup>Lu et al., DVC: an end-to-end deep video compression framework, CVPR 19

<sup>&</sup>lt;sup>2</sup>Djelouah et al., Neural inter-frame compression for video coding, ICCV 19

<sup>&</sup>lt;sup>3</sup>Liu et al., Learned video compression via joint spatial-temporal correlation exploration

#### Introduction – Contributions

- We argue that residual coding of the entire frame is not ideal
- ModeNet (coding mode selection network) is proposed
  - Learn and convey a pixel-wise partitioning of  $\mathbf{x}_t$
  - Allow pixel-wise coding mode competition
- Conditional Coding is introduced
  - Novel Auto-Encoder architecture
  - ullet Perform a more complex mixture of  $oldsymbol{x}_t$  and  $oldsymbol{ ilde{x}}_t$  than residual coding
- ModeNet & Conditional Coding achieve a 40% rate reduction compared to residual coding on a P-frame coding task

Ladune et al.

Introduction

- 2 Proposed system
- 3 Implementation

Experimental results

Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0$$

Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0 \; ; \; J_{AE,\lambda}(i) = d(\hat{\mathbf{x}}_t, \mathbf{x}_t; i) + \lambda r(\mathbf{x}_t, \tilde{\mathbf{x}}_t; i)$$

Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0 \; ; \; J_{AE,\lambda}(i) = d(\hat{\mathbf{x}}_t, \mathbf{x}_t; i) + \lambda r(\mathbf{x}_t, \tilde{\mathbf{x}}_t; i)$$

• Let us define S, the set pixels of  $\mathbf{x}_t$  verifying

$$S = \{x_{t,i} \mid x_{t,i} \in \mathbf{x}_t, \ J_{copy,\lambda}(i) < J_{AE,\lambda}(i)\}$$

• Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0 \; ; \; J_{AE,\lambda}(i) = d(\hat{\mathbf{x}}_t, \mathbf{x}_t; i) + \lambda r(\mathbf{x}_t, \tilde{\mathbf{x}}_t; i)$$

• Let us define S, the set pixels of  $\mathbf{x}_t$  verifying

$$S = \{x_{t,i} \mid x_{t,i} \in \mathbf{x}_t, \ J_{copy,\lambda}(i) < J_{AE,\lambda}(i)\}$$

- ullet S allows to partition  $\mathbf{x}_t$  into two coding modes
  - Skip (prediction copy) for pixels in  ${\cal S}$
  - ullet Transmission with an Auto-Encoder for pixels in  $ar{\mathcal{S}}$

Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0 ; J_{AE,\lambda}(i) = d(\hat{\mathbf{x}}_t, \mathbf{x}_t; i) + \lambda r(\mathbf{x}_t, \tilde{\mathbf{x}}_t; i)$$

• Let us define S, the set pixels of  $\mathbf{x}_t$  verifying

$$S = \{x_{t,i} \mid x_{t,i} \in \mathbf{x}_t, \ J_{copy,\lambda}(i) < J_{AE,\lambda}(i)\}$$

- ullet S allows to partition  $\mathbf{x}_t$  into two coding modes
  - Skip (prediction copy) for pixels in  ${\cal S}$
  - ullet Transmission with an Auto-Encoder for pixels in  $ar{\mathcal{S}}$
- ullet Handcrafting  ${\cal S}$  is **not trivial** as it depends on past & future pixels

Let us define two local RD costs for a pixel i

$$J_{copy,\lambda}(i) = d(\tilde{\mathbf{x}}_t, \mathbf{x}_t; i) + 0 ; J_{AE,\lambda}(i) = d(\hat{\mathbf{x}}_t, \mathbf{x}_t; i) + \lambda r(\mathbf{x}_t, \tilde{\mathbf{x}}_t; i)$$

• Let us define S, the set pixels of  $\mathbf{x}_t$  verifying

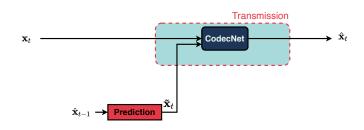
$$S = \{x_{t,i} \mid x_{t,i} \in \mathbf{x}_t, \ J_{copy,\lambda}(i) < J_{AE,\lambda}(i)\}$$

- ullet S allows to partition  $\mathbf{x}_t$  into two coding modes
  - Skip (prediction copy) for pixels in  ${\cal S}$
  - ullet Transmission with an Auto-Encoder for pixels in  $ar{\mathcal{S}}$
- ullet Handcrafting  ${\cal S}$  is **not trivial** as it depends on past & future pixels
- This work introduces a mode selection network ModeNet
  - Learn the partitioning of  $\mathbf{x}_t$  into  $\mathcal{S}$  and  $\bar{\mathcal{S}}$
  - Convey it to the decoder

Ladune et al.

# Proposed system

- CLIC20 P-frame test conditions<sup>4</sup>
  - One lossless reference frame:  $\hat{\mathbf{x}}_{< t} = \hat{\mathbf{x}}_{t-1} = \mathbf{x}_{t-1}$
- CodecNet is a coding system (residual or more complex)

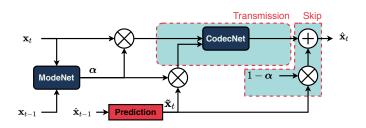


$$\hat{\mathbf{x}}_t = c(\mathbf{x}_t, \tilde{\mathbf{x}}_t)$$

<sup>&</sup>lt;sup>4</sup>Challenge on Learned Image Compression, www.compression.cc, CVPR 20

#### Proposed system

- CLIC20 P-frame test conditions<sup>4</sup>
  - One lossless reference frame:  $\hat{\mathbf{x}}_{< t} = \hat{\mathbf{x}}_{t-1} = \mathbf{x}_{t-1}$
- CodecNet is a coding system (residual or more complex)
- ModeNet is added to a Transmission-only system
  - $\alpha \in [0,1]^{H \times W}$  is a **continuous pixel-wise** weighting

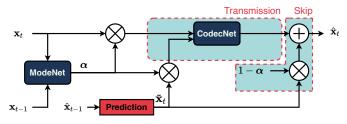


$$\hat{\mathbf{x}}_t = c(\boldsymbol{\alpha} \odot \mathbf{x}_t, \boldsymbol{\alpha} \odot \tilde{\mathbf{x}}_t) + (1 - \boldsymbol{\alpha}) \odot \tilde{\mathbf{x}}_t$$

<sup>&</sup>lt;sup>4</sup>Challenge on Learned Image Compression, www.compression.cc, CVPR 20

#### Proposed system

- CLIC20 P-frame test conditions<sup>4</sup>
  - One lossless reference frame:  $\hat{\mathbf{x}}_{< t} = \hat{\mathbf{x}}_{t-1} = \mathbf{x}_{t-1}$
- CodecNet is a coding system (residual or more complex)
- ModeNet is added to a Transmission-only system
  - $\alpha \in [0,1]^{H \times W}$  is a **continuous pixel-wise** weighting
- Naive prediction:  $\tilde{\mathbf{x}}_t = \hat{\mathbf{x}}_{t-1}$

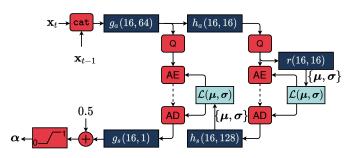


$$\hat{\mathbf{x}}_t = c(\alpha \odot \mathbf{x}_t, \alpha \odot \tilde{\mathbf{x}}_t) + (1 - \alpha) \odot \tilde{\mathbf{x}}_t$$

<sup>&</sup>lt;sup>4</sup>Challenge on Learned Image Compression, www.compression.cc, CVPR 20

- Introduction
- Proposed system
- 3 Implementation
- Experimental results

 ModeNet architecture: standard Auto-Encoder with hyperprior (AE-HP)<sup>5</sup>

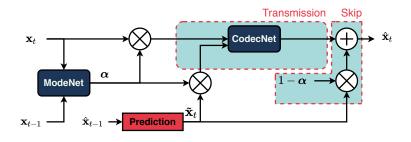


Transform syntax is f (internal features, output features)

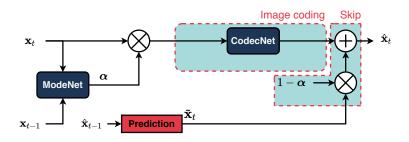
• Lightweight: 200 000 parameters  $\rightarrow$  10% of CodecNet parameters

<sup>&</sup>lt;sup>5</sup>Minnen et al., Joint Autoregressive and Hierarchical Priors for Learned Image Compression, NIPS 18

• 3 configurations of CodecNet are investigated

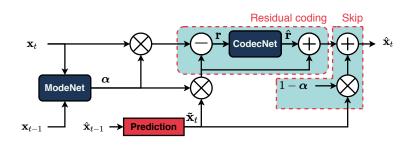


- 3 configurations of CodecNet are investigated
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$



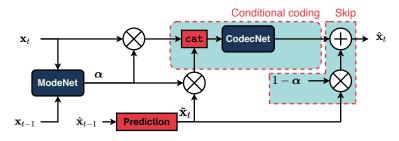
Ladune et al.

- 3 configurations of CodecNet are investigated
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$
  - Residual coding:  $c(\alpha \odot \mathbf{x}_t \alpha \odot \tilde{\mathbf{x}}_t)$



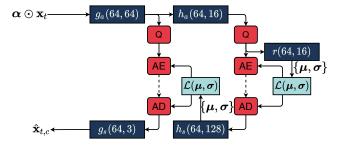
Ladune et al.

- 3 configurations of CodecNet are investigated
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$
  - Residual coding:  $c(\alpha \odot \mathbf{x}_t \alpha \odot \tilde{\mathbf{x}}_t)$
  - Conditional coding:  $c(\alpha \odot \mathbf{x}_t \mid \alpha \odot \tilde{\mathbf{x}}_t)$

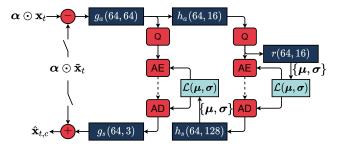


CodecNet architecture is a standard AE-HP

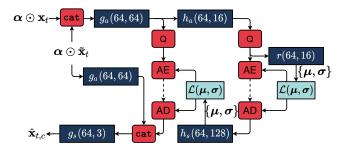
- CodecNet architecture is a standard AE-HP
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$



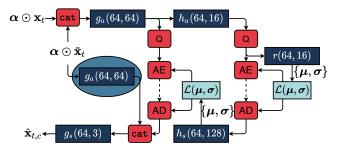
- CodecNet architecture is a standard AE-HP
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$
  - Residual coding:  $c(\alpha \odot \mathbf{x}_t \alpha \odot \tilde{\mathbf{x}}_t)$



- CodecNet architecture is a standard AE-HP
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$
  - Residual coding:  $c(\alpha \odot \mathbf{x}_t \alpha \odot \tilde{\mathbf{x}}_t)$
  - Conditional coding:  $c(\alpha \odot \mathbf{x}_t \mid \alpha \odot \tilde{\mathbf{x}}_t)$



- CodecNet architecture is a standard AE-HP
  - Image coding:  $c(\alpha \odot \mathbf{x}_t)$
  - Residual coding:  $c(\alpha \odot \mathbf{x}_t \alpha \odot \tilde{\mathbf{x}}_t)$
  - Conditional coding:  $c(\alpha \odot \mathbf{x}_t \mid \alpha \odot \tilde{\mathbf{x}}_t)$



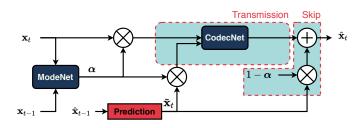
# Implementation – Training

ullet End-to-end training with rate distortion cost: no dedicated lpha loss

$$\mathcal{L}_{\lambda} = \mathrm{D}(\mathbf{x}_{t}, \hat{\mathbf{x}}_{t}) + \lambda \left( R_{m} + R_{c} \right)$$

CLIC20 P-frame test condition

$$D(\mathbf{x}_t, \hat{\mathbf{x}}_t) = 1 - \mathsf{MS}\text{-SSIM}(\mathbf{x}_t, \hat{\mathbf{x}}_t)$$



### Implementation – Training

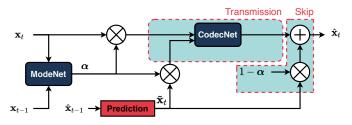
ullet End-to-end training with rate distortion cost: no dedicated lpha loss

$$\mathcal{L}_{\lambda} = \mathrm{D}(\mathbf{x}_{t}, \hat{\mathbf{x}}_{t}) + \lambda \left( R_{m} + R_{c} \right)$$

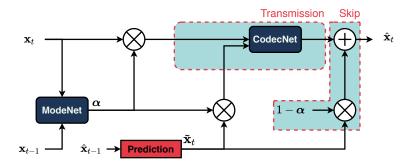
CLIC20 P-frame test condition

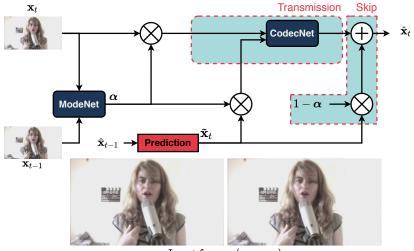
$$D(\mathbf{x}_t, \hat{\mathbf{x}}_t) = 1 - \mathsf{MS}\text{-SSIM}(\mathbf{x}_t, \hat{\mathbf{x}}_t)$$

- 2 training stages
  - 1. Warm-up: CodecNet only,  $\alpha = 1$  for one half of  $\mathbf{x}_t$ , 0 for the other
  - 2. Alternate: Train ModeNet and CodecNet alternatively

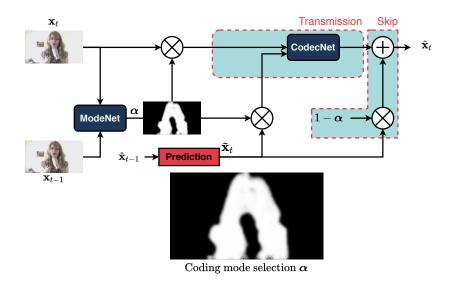


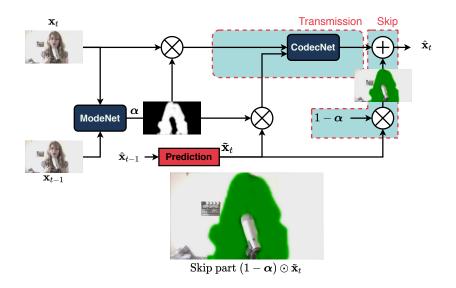
- Introduction
- 2 Proposed system
- 3 Implementation
- Experimental results

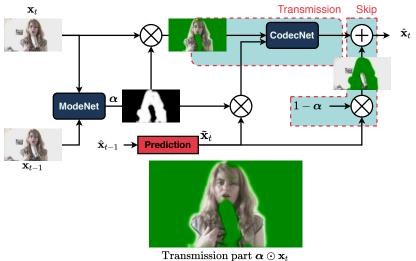


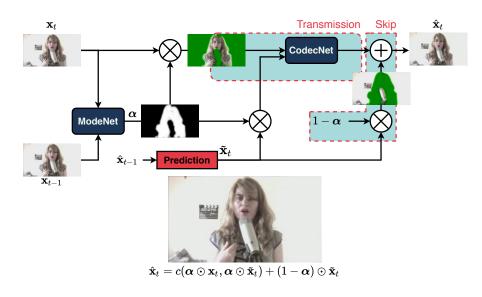


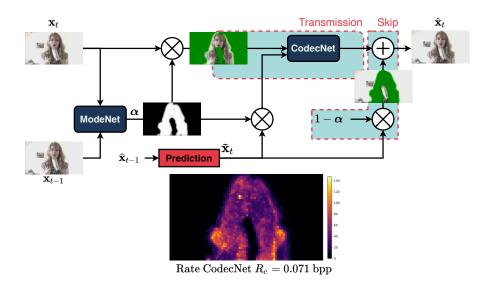
Input frames  $(\mathbf{x}_{t-1}, \mathbf{x}_t)$ 

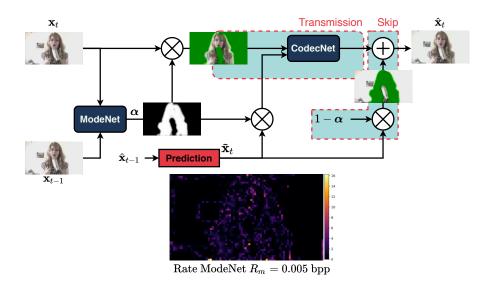


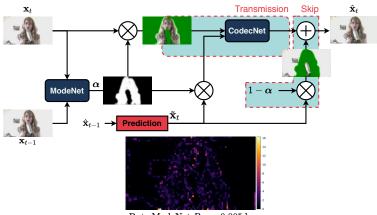












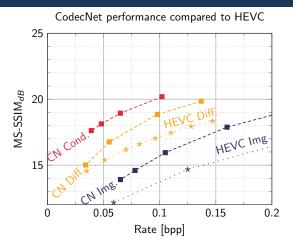
Rate ModeNet  $R_m = 0.005$  bpp

- The proposed ModeNet
  - Learns a complex partitioning, trained only with a rate distortion loss
  - Conveys the partitioning at very low rate
  - $\bullet$  Has only 200 000 parameters  $\to$  10% of CodecNet

#### Performance

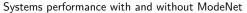
- This works follow CLIC20 P-frame coding test conditions
  - Quality metric is MS-SSIM
  - Rate target is 0.075 bpp
  - CLIC20 P-frame validation set
- Two experiments carried out
  - 1. Training and test of CodecNet alone vs. HEVC
  - 2. Training and test of the complete system: CodecNet + ModeNet

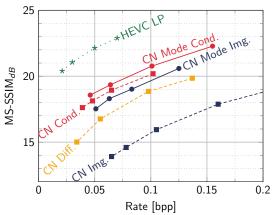
### Experimental results – CodecNet



- CodecNet outperforms HEVC
- Conditional coding outperforms residual (Diff.) coding

### Experimental results – Complete system





- ModeNet improves image and conditional coding
- ModeNet + Conditional coding: 40% rate reduction / residual coding
- HEVC LP outperforms all systems thanks to a motion-compensated  $\tilde{\mathbf{x}}_t$

#### Conclusion

- This paper proposes ModeNet, a coding mode selection network
  - 1. Learn complex partitioning through end-to-end training
  - 2. Convey the partitioning at very low rate
  - 3. Lightweight AE with hyperprior
  - Can be integrated seamlessly into existing learning-based coding scheme to allow coding modes competition

#### Conclusion

- This paper proposes ModeNet, a coding mode selection network
  - 1. Learn complex partitioning through end-to-end training
  - 2. Convey the partitioning at **very low rate**
  - 3. Lightweight AE with hyperprior
  - Can be integrated seamlessly into existing learning-based coding scheme to allow coding modes competition
- Tested on a P-frame coding task
  - Using ModeNet to select the best coding mode increases performance
  - ModeNet arbitrating between skip and conditional coding achieves a 40% rate reduction compared to residual coding

#### Conclusion

- This paper proposes ModeNet, a coding mode selection network
  - 1. Learn complex partitioning through end-to-end training
  - 2. Convey the partitioning at **very low rate**
  - 3. Lightweight AE with hyperprior
  - 4. Can be **integrated seamlessly** into existing learning-based coding scheme to allow **coding modes competition**
- Tested on a P-frame coding task
  - Using ModeNet to select the best coding mode increases performance
  - ModeNet arbitrating between skip and conditional coding achieves a 40% rate reduction compared to residual coding
- This work has already been extended: ModeNet also transmits motion information to improve the prediction process<sup>6</sup>

<sup>&</sup>lt;sup>6</sup>Ladune et al., Optical Flow and Mode Selection for Learning-based Video Coding, MMSP 20