

Macroblock level QP adaptation using SSIM for H.264 Encoder

Kirti M. Sargar, Anita B. Wagh

Abstract— Video Compression has seen great advances in last two decades. With development in research and ever growing processing power/network bandwidth H.264/AVC has become a favorite codec for network video transmission. We propose a technique to enable efficient transmission of video. We will be using Structural Similarity (SSIM) to adapt Macroblock level QP to obtain optimal Rate Distortion Optimization. The scheme uses the fact that neighboring MBs are correlated, for each coded MB, SSIM is calculated and used for predicting the optimal QP for the neighboring MB. This gives better result than the default JM encoder rate control algorithm.

Index Terms—H.264, NS2, Rate Distortion Analysis, SSIM,

I. INTRODUCTION

Due to limited wireless bandwidth, video signals need to be compressed efficiently, with video compression standards like H.264/AVC[1][2][3] this has become possible. For efficient transmission content complexity is analyzed and the video data is encoded using this information in Intra-prediction or Inter-prediction mode[1]. The reconstructed video and the original video are available for quality evaluation at the encoder end. However, it is observed metrics like Sum of Square Error (SSE) or Sum of Absolute Differences (SAD) are used for quality evaluation[4]. Research has indicated[9] that Square Error is not an ideal way for determining the quality of the video. As SSE doesn't take into account the structural information for the image. Structural Similarity (SSIM) was proposed as new indicator to measure the similarity of two images.

The human visual system (HVS) can extract image structure information easily, SSIM between the two-image can be used as a standard to evaluate the image quality. The maximum value of SSIM is 1, which indicates the two images are one and the same. The SSIM is better than the MSE (Mean Squared Error) and the PSNR (peak signal to noise ratio) in the image similarity evaluation. This new similarity measure has led to a lot of research in Image processing as well as Video Compression domain.

Section II we will view some basics of Rate Distortion Optimization (RDO) and current techniques which use SSIM

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in H.264 encoder. Followed by the proposed algorithm in Section III, then we will provide the experimental results and conclude the paper.

II. BACKGROUND

Rate Control is required to ensure constant bitrate output from the encoder for unpredictable channel conditions. Most of the techniques [20][21][22] focus on encoder complexity to reduce the bitrate and obtain optimum RDO. Conventional optimal encoding schemes reduce distortion by allocating optimum bits for encoding [23][24].

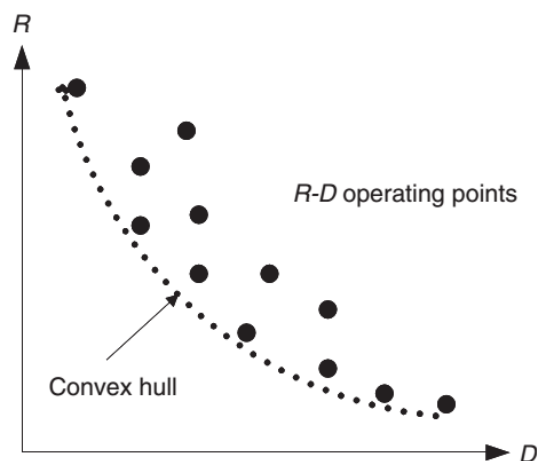


Fig 1. Rate Distortion curve for optimal operation points H.264/AVC

The Lagrangian formulation is provided [10] [24] which gives the balance between bitrate and quality as,

$$J = D_{SSE} + \lambda R \quad (1)$$

J is the cost function which needs to be minimized, it is a combination of distortion D and bitrate R , where λ is a lagrangian multiplier. It provides a trade-off between bitrate and distortion. Higher the value of λ more importance is provided to bitrate, while lower value of λ indicates higher importance to quality. For H.264 optimal value of λ obtained empirically[24] is

$$\lambda = 0.85 \times 2^{(QP-12)/3} \quad (2)$$

Thus higher QP value will reduce quality and improve bitrate and vice-versa. Although the main focus here is distortion D , which is traditionally calculated using SSE, SAD or Sum of Transformed Differences (SATD). As mentioned earlier traditional approaches are does not provide optimal insight in quality of reconstructed image. Over the past few years there have been various techniques

have tried to incorporate SSIM as quality metric in H.264. Improved rate distortion algorithms are proposed[11][13] which incorporates SSIM for encoding quality evaluation. A RDO algorithm for I frame coding has been recommended[14], along with Lagrange multiplier adjustment to obtain a tradeoff between bitrate and quality. Similarly a RDO based on SSIM is proposed[18] which focuses on perpetual video quality. In [17] best intraprediction mode is calculated using SSIM. Another technique to decide of frame skipping has been proposed[15], an adaptive frame skipping mechanism is published which decides to skip frames based on SSIM metric obtained. The saved bits are thus used for encoding spatial quality for the following frames. A MB layer rate control scheme based on quadratic model has also been proposed[16]. The method also suggest use of quantization step by Lagrange multiplier method at MB level.

Although there are techniques available to adapt QP at MB level, it is necessary to have it more intuitive and use neighboring MB information which is already available from previously encoded MBs. In next section we will present our proposed algorithm, which uses SSIM for obtaining QP for a particular MB.

III. PROPOSED ALGORITHM

The proposed algorithm uses SSIM to obtain a correlation between the reconstructed image and the original video. SSIM[9] is given by following equation.

$$SSIM = \frac{(2\mu_x\mu_y + c_1)(2\sigma_{xy} + c_2)}{(\mu_x^2 + \mu_y^2 + c_1)(\sigma_x^2 + \sigma_y^2 + c_2)} \quad (3)$$

SSIM is Structural Similarity which takes value between $0 \leq SSIM \leq 1$. μ_x and μ_y are the mean value of image x and y . Similarly, σ_x^2 and σ_y^2 are variance of the images, and σ_{xy} is the cross correlation between the two images. c_1 and c_2 are constants with value $\ll 1$ to provide numerical stability to the above equation. Higher SSIM indicate better quality and correlation between the images.

SSIM is performed on block by block basis. We would be obtaining SSIM for each decoded MB in the adjacent neighborhood of the current MB which has to be encoded. Also, the adjacent MBs should contain from the same slice.

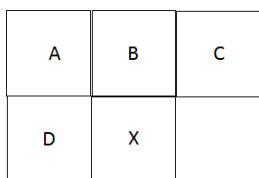


Fig 2. Current MB is denoted by X, neighboring Macroblocks SSIM value used for predicting the QP value.

$$QP_x = QP_{SLICE} + \frac{SSIM_A \times \delta_{QP}^A + SSIM_B \times \delta_{QP}^B + SSIM_C \times \delta_{QP}^C + SSIM_D \times \delta_{QP}^D}{SSIM_A + SSIM_B + SSIM_C + SSIM_D} \quad (4)$$

The modified QP formula is given in (4). The formula assumes the encoded MB has the same mode as the neighboring MB. So the best mode and optimum modes are selected using the information from neighboring MBs.

IV. EXPERIMENTS AND RESULTS

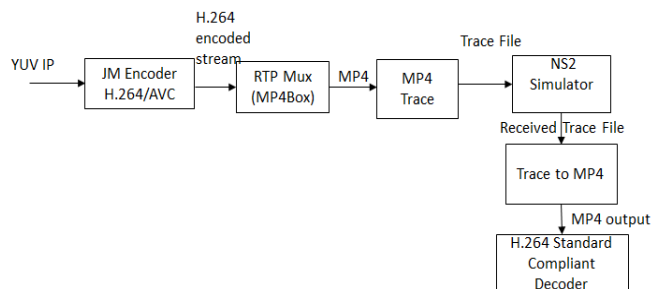


Fig 3. Evalvid video evaluation framework

Platform	X86 based
CPU	Intel Core 2 Duo 2.0 GHz
Memory	2GB
OS	Ubuntu 12.04
Compiler	GCC 4.8

Tab. 1. Hardware used for Simulation

The block diagram of Evalvid[8] video evaluation framework is given in Fig.

1. We use uncompressed video sequences in CIF format (352 × 288) [5]. These video sequences are sampled in a videoconferencing format (format: 4:2:0).
 2. After this, we compress the video files according to the H.264/MPEG-4 AVC standard. To this end, the videos sequences were encoded to 30 frames per second with a constant bit rate using the JM 18.6 software [4].
 3. Then, the video frames are packaged using the RealTime Protocol (RTP). The MP4Box software is used to carry through this task [6]. The size of each packet is 1024 B.
 4. Next, a trace file is generated in order to be used in the NS-2 network simulator. This file is created using the mp4trace software, which is part of the EvalVid project [7].
 5. Finally, a traffic source is generated in the NS-2 network simulator. This goal is reached by establishing an UDP shipping agent and a receiving agent in the simulator [8].
- The block diagram is shown in Fig 2. The specifications of hardware used is given in Fig. We observed the performance of the proposed scheme to be better than standard JM encoding. SSIM based MB level QP modifications gives better visual quality for the same bitrate. In the Fig. 3 and 4 a comparison of snapshots for JM sequence and the proposed algorithm is shown. The visual quality for the proposed algorithm is better than JM, it can be observed the detail regions of image are encoded better.



Fig 4. Subjective Quality comparison between original JM and SSIM based QP update algorithm.



Fig 5. Subjective Quality comparison between SSIM based QP update algorithm and original JM.

V. CONCLUSION

In this paper, we presented and evaluated a scheme using for getting optimum QP value for each MB, using information from neighboring Macroblocks. The main advantage is it gives better PSNR compared to original RDO algorithm used

in JM 18.6 H.264 encoder. SSIM is a better way of comparing the quality of encoding compared to Mean Square Error (MSE) or Mean of Absolute Differences (MAD), as it takes into account the Structural information of image, rather than just using the pixel variation. The proposed method uses the correlation between neighboring MB to predict and optimum value of QP for the particular MB. An extension would be to perform multi-pass encoding to get better Rate Distortion Optimization.

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