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Offline and Online Optical Flow Enhancement for Deep Video Compression

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Outline

- **Background**
- **Method**
- **Results**
- **Conclusion**

Outline



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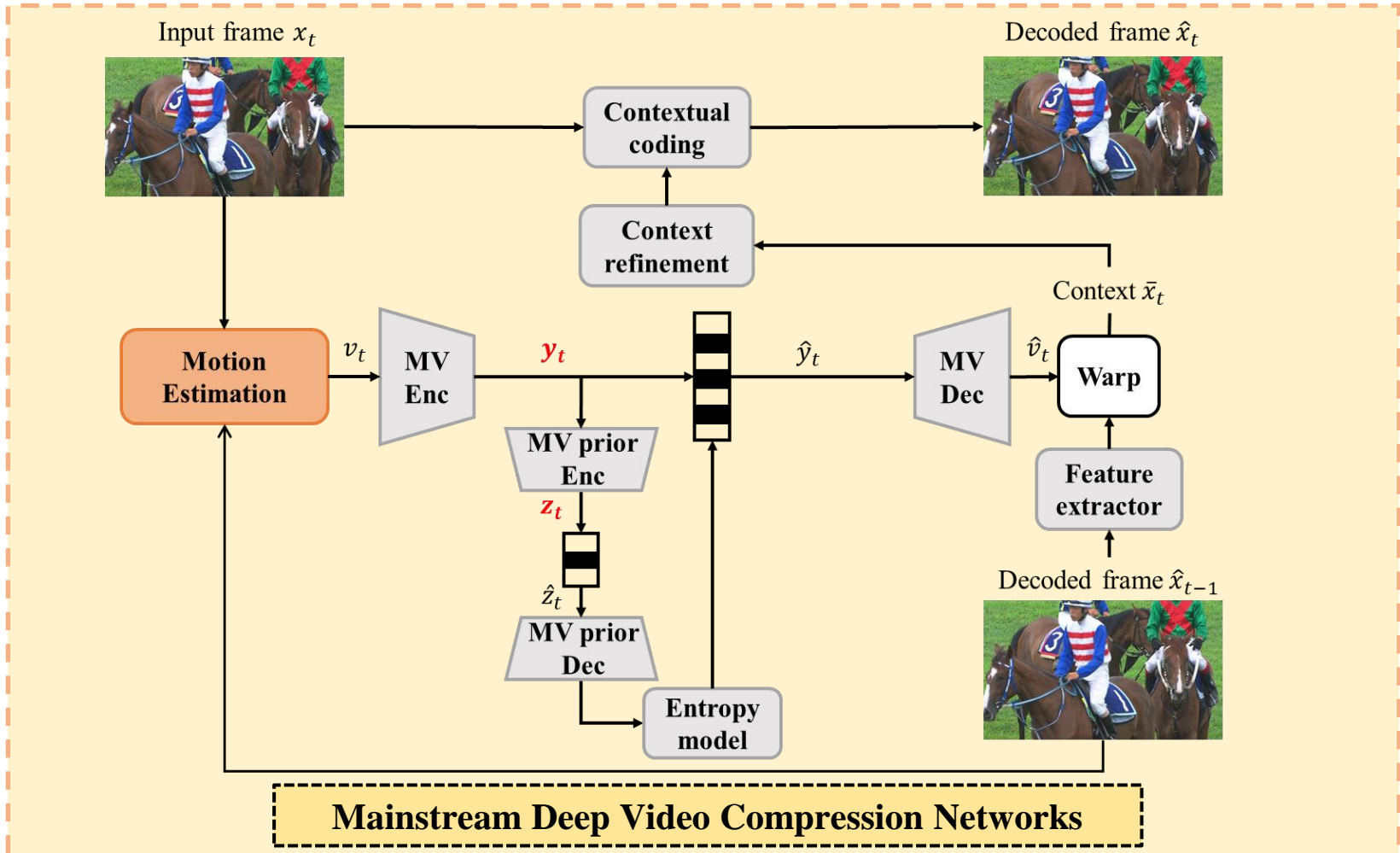
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Background

- I. ME: pre-trained optical flow estimation network
- II. Motion information is obtained by a simple forward



Background

Analysis

Optical flows



Trained for inter-frame
accuracy only

Lack of rate constrain

Trained on synthesis data

Lack of generalization
on real-world data

Motion information in
deep video compression

Obtained by a simple
forward in inference

Not optimal for
different coding
sequences



Traditional Video Compression

Offline: Designing various hand-crafted inter-frame prediction modes

Offline: Searching the mode achieving best RD performance

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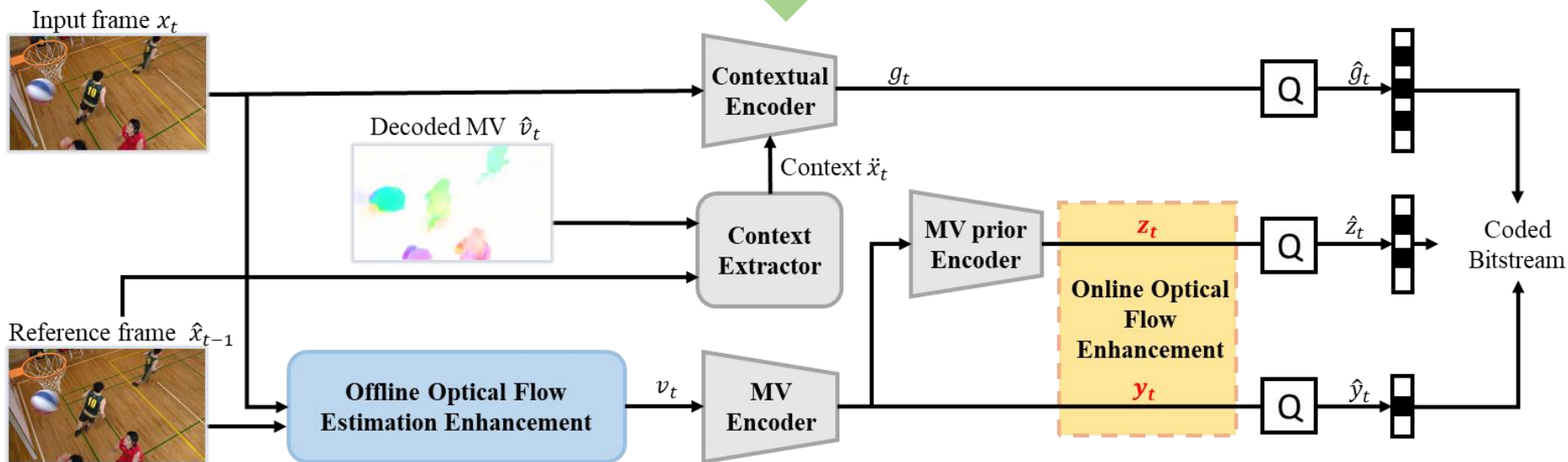
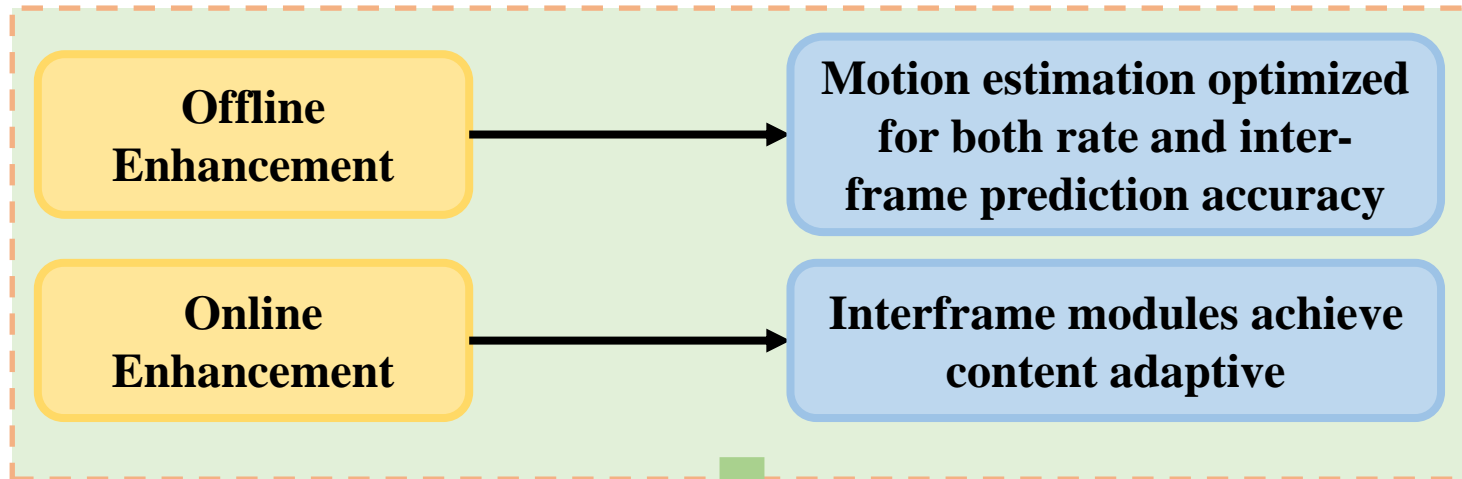
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Method

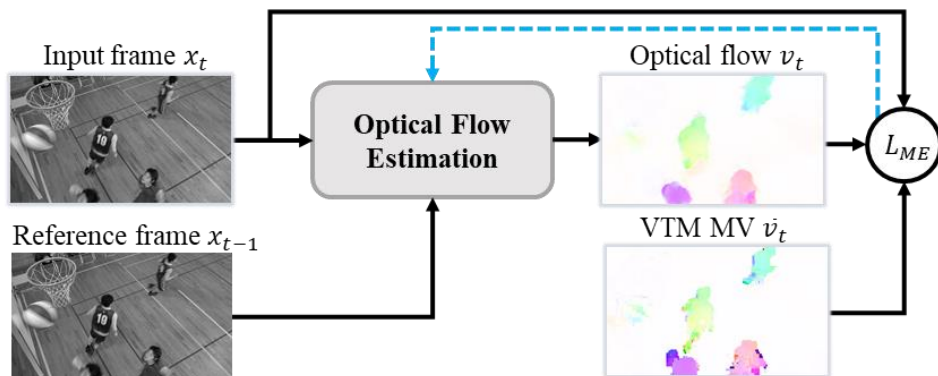
Offline and Online Optical Flow Enhancement:



Method

Offline Enhancement:

- Finetuning the pre-trained Spynet supervise by VTM MV \bar{v}_t



- **Objective 1: Minimizing EPE Loss**

- **Objective 2: Minimizing Warp MSE**

$$L_{ME} = \frac{1}{mn} \sum_{i,j} \sqrt{(v_i - \bar{v}_i)^2 + (v_j - \bar{v}_j)^2} + \lambda_{ME} * d(x_t, \check{x}_t)$$

Objective 1

Objective 2



(a) Spynet
Optical Flow



(b) Enhanced Spynet
Optical Flow



(c) VTM
MV



(d) Spynet
Warp Frame (28.12dB)



(e) Enhanced Spynet
Warp Frame (31.32dB)



(f) VTM
Warp Frame(33.58dB)

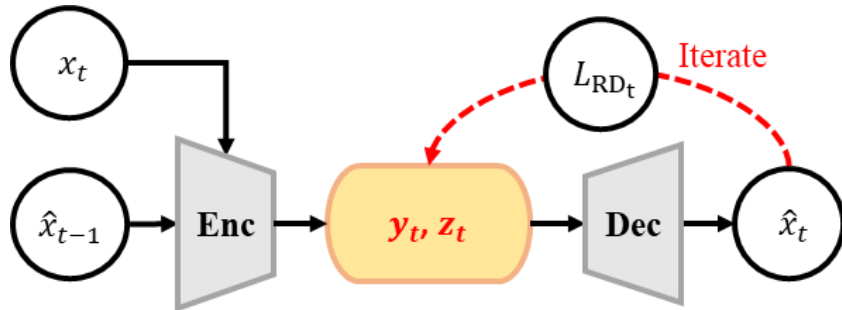
Method

Online Enhancement:

- Online Updating the latent features of the optical flows with a gradient descent-based algorithm.

Single-frame level

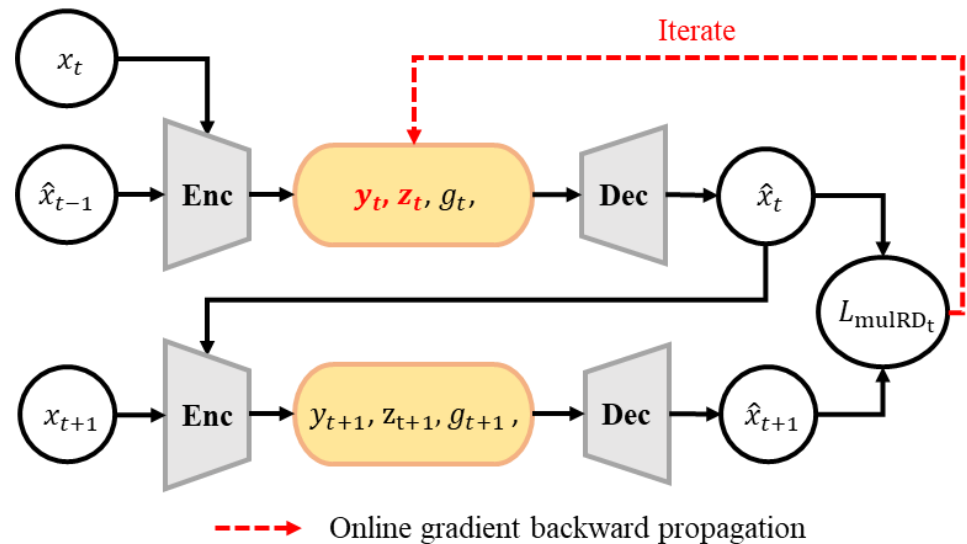
$$\tilde{L}_{RD_t}^i = \lambda d(x_j, \tilde{x}_j^i) + H(\tilde{y}_j^i) + H(\tilde{z}_j^i) + H(\tilde{g}_j^i)$$



- ➡ Offline gradient backward propagation
- ➡ Online gradient backward propagation

Multi-frame level

$$\tilde{L}_{mulRD_t}^i = \sum_{j=t}^W \alpha_j [\lambda d(x_j, \tilde{x}_j^i) + H(\tilde{y}_j^i) + H(\tilde{z}_j^i) + H(\tilde{g}_j^i)]$$



- ➡ Online gradient backward propagation

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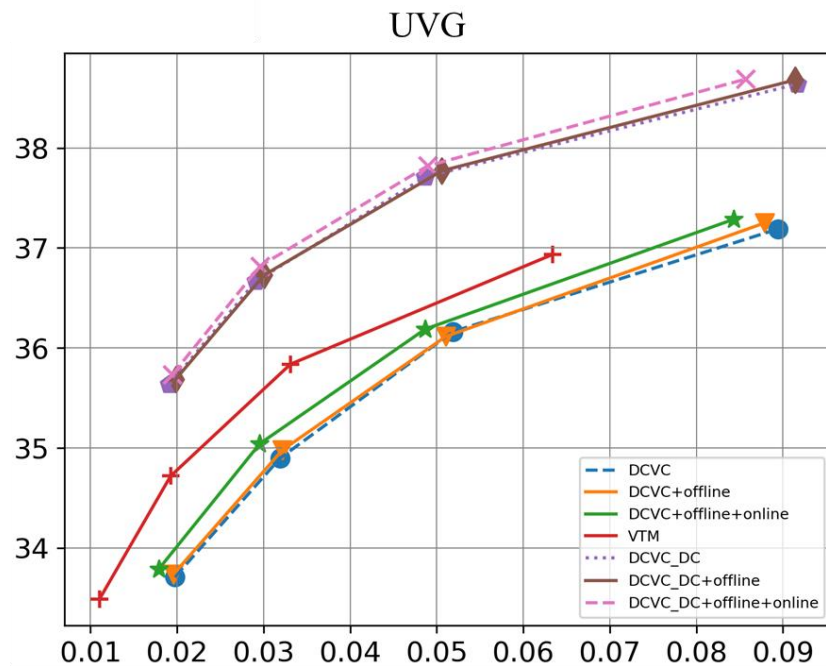
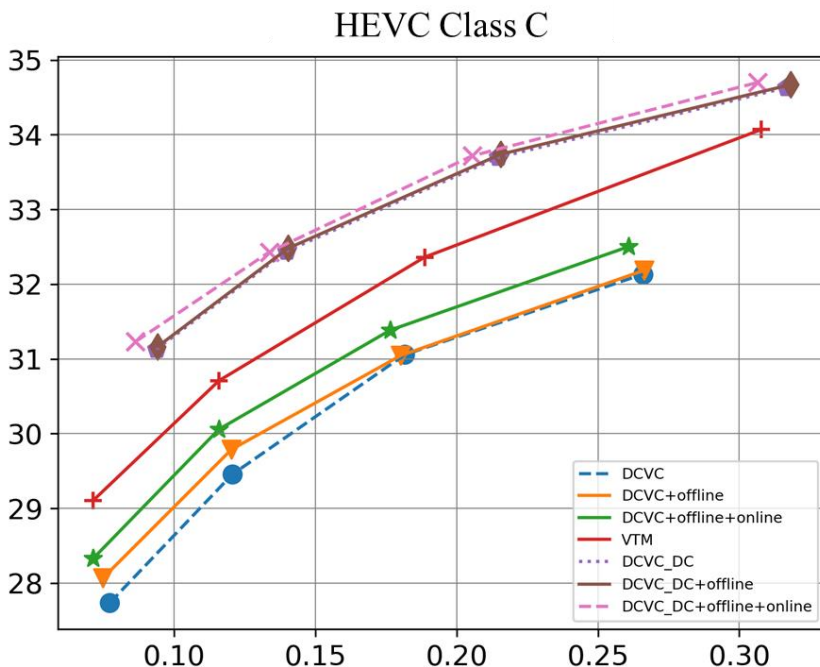
Results

Based on DCVC [1]:

- Offline enhancement: **4.3%** bitrate saving
- Offline and Online enhancement: **13.4%** bitrate saving

Based on DCVC-DC [2]:

- Offline enhancement: **1.1%** bitrate saving
- Offline and Online enhancement: **4.1%** bitrate saving



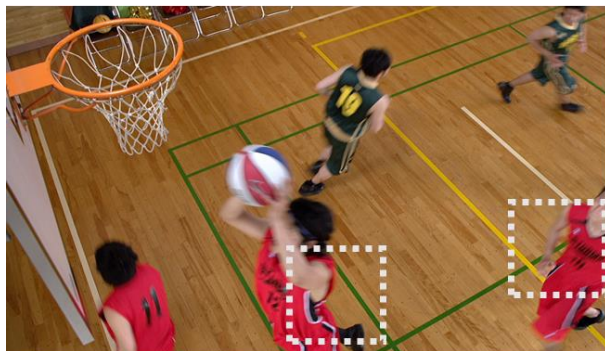
[1] Li J, Li B, Lu Y. Deep contextual video compression[J]. *Advances in Neural Information Processing Systems*, 2021, 34: 18114-18125.

[2] Li J, Li B, Lu Y. Neural video compression with diverse contexts[C]//*Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*. 2023: 22616-22626.

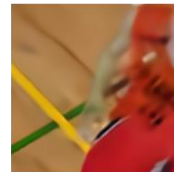
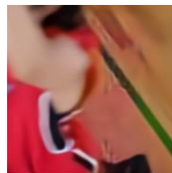
Subjective Results of Reconstructed Frames:

➤ Higher quality reconstruction using fewer bits than DCVC

Frame No.23
BasketballDrill_832×480

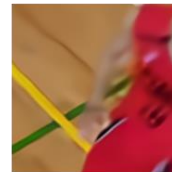
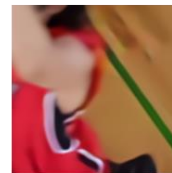


DCVC
(0.036bpp)



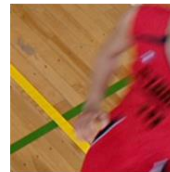
$\lambda=256$
(28.75dB)

Ours
(0.030bpp)



$\lambda=256$
(29.71dB)

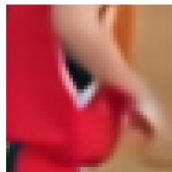
Ground
Truth



Frame No.22
BasketballPass_416×240

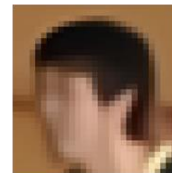
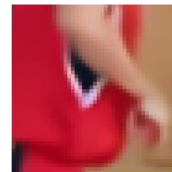


DCVC
(0.027bpp)



$\lambda=256$
(28.94dB)

Ours
(0.023bpp)



$\lambda=256$
(29.51dB)

Ground
Truth



Results

Effectiveness of the Offline and Online Enhancement on DCVC-DC

	B	C	D	UVG	Average
DCVC-DC	0.0	0.0	0.0	0.0	0.0
DCVC	66.6	79.7	76.7	78.7	75.4
DCVC-DC + offline	-0.7	-1.0	-2.1	-0.4	-1.1
DCVC-DC + offline + online	-2.8	-4.9	-4.6	-4.2	-4.1

Based on DCVC:

- **Offline:** 4.3% bitrate saving
- **Online:** 10.7% bitrate saving
- **Offline and Online:** 13.4% bitrate saving

Ablation study of Offline and Online Enhancement on DCVC

Offline	Online	B	C	D	E	RGB	UVG	MCL	Average
X	X	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
✓	X	-3.0	-5.9	-4.4	-7.9	-0.7	-1.3	-6.7	-4.3
X	✓	-10.7	-14.3	-11.1	-9.0	-8.5	-10.1	-11.3	-10.7
✓	✓	-12.0	-17.1	-13.1	-15.3	-8.8	-10.5	-16.9	-13.4

Results

Subjective Results of decoded flows and enhanced flows on DCVC:



(a) DCVC
Decoded Optical Flow
(0.01473bpp)



(b) DCVC + Offline
Decoded Optical Flow
(0.01406bpp)



(c) DCVC + Offline + Online
Decoded Optical Flow
(0.01353bpp)



(d) DCVC
Warp Frame (24.41dB)



(e) DCVC + Offline
Warp Frame (24.98dB)



(f) DCVC + Offline + Online
Warp Frame (25.15dB)



(g) Raw Frame



DCVC

DCVC +
Offline

DCVC +
Offline + Online

Based on DCVC with Offline Enhancement:

- Rate, Distortion, and Encoding Time Tradeoff: $U = 1500$

Ablation study of Offline Updating times U

U	C	D	ENC_T C(s)	DEC_T C(s)	ENC_T D(s)	DEC_T D(s)
0	0.0	0.0	2.71	6.94	0.70	1.91
100	-6.1	-5.1	28.15	6.84	10.42	1.90
500	-9.6	-7.9	132.78	6.95	48.99	1.87
1000	-10.8	-8.6	269.20	6.73	92.58	1.89
1500	-11.2	-8.7	388.73	6.86	141.03	1.91
2000	-11.5	-9.1	530.10	6.84	190.64	1.89
2500	-11.6	-9.2	674.54	6.89	239.05	1.88

Based on DCVC with Offline and Offline Enhancement:

- Rate, Distortion, and Encoding Time Tradeoff: $W = 2$

Ablation study of number of frame W in the online enhancement

W	C	D	ENC_T C(s)	DEC_T C(s)	ENC_T D(s)	DEC_T D(s)
2	0.0	0.0	518.25	6.84	187.82	1.89
3	-0.5	-0.4	1631.35	6.84	546.99	1.88
4	-0.7	-0.7	2187.58	6.82	683.04	1.88
5	-0.8	-0.8	2706.39	6.87	874.56	1.86

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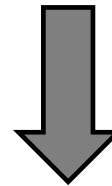
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Conclusion

- **Plug-and-Play Mechanism for Deep Video Compression**
- **SOTA Performance**



Future:

- **Better motion information supervision**
- **Better balance between the RD performance and encoding complexity**
- **...**



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Thank you!

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