

The H.264/AVC
Video Coding Standard
(ITU-T Rec. H.264 | ISO/IEC 14496-10)

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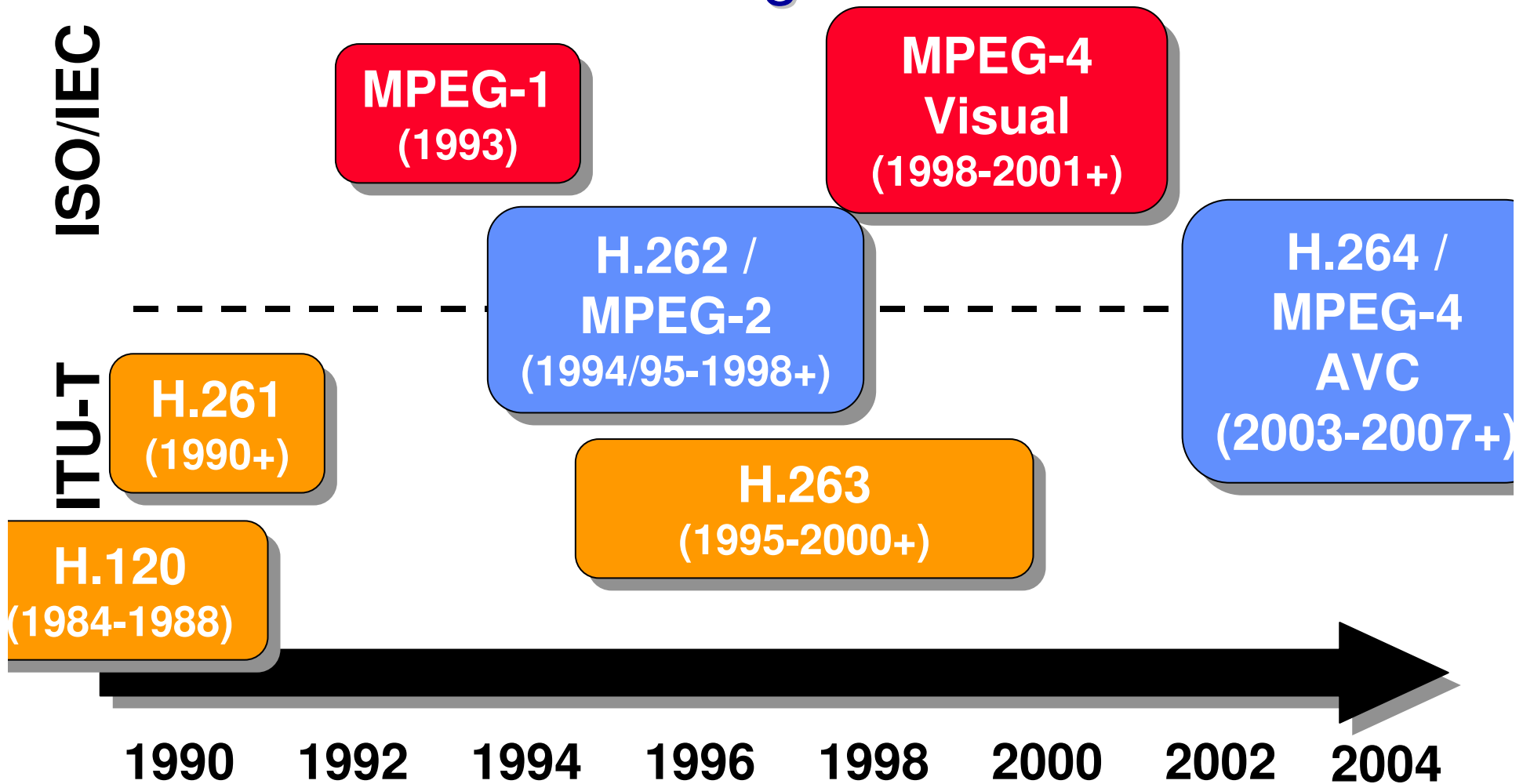
Microsoft Corporation Video Architect

November 2007

Video Coding Standardization Organizations

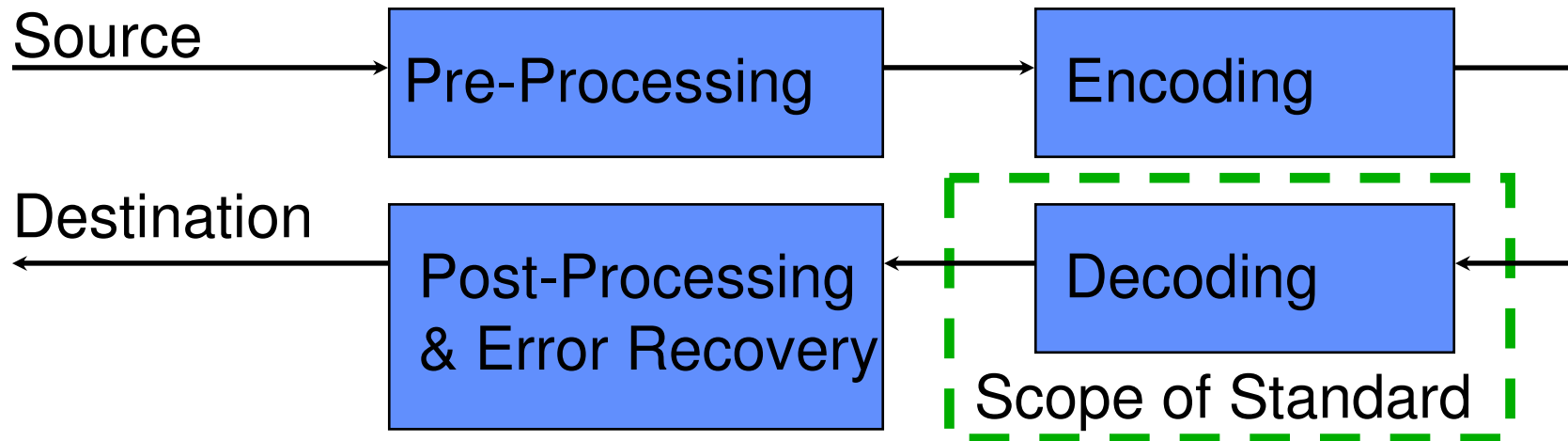
- § Two organizations have historically dominated general-purpose video compression standardization:
- ITU-T Video Coding Experts Group (**VCEG**)
International Telecommunications Union –
Telecommunications Standardization Sector (ITU-T,
a United Nations Organization, formerly CCITT),
Study Group 16, Question 6
 - ISO/IEC Moving Picture Experts Group (**MPEG**)
International Standardization Organization and
International Electrotechnical Commission, Joint
Technical Committee Number 1, Subcommittee 29,
Working Group 11
- § Recently, the Society for Motion Picture and Television Engineers (SMPTE) has also entered with “VC-1”, based on Microsoft’s WMV 9 *but this talk covers only the ITU and ISO/IEC work.*

Chronology of International Video Coding Standards



The *Scope* of Picture and Video Coding Standardization

- § Only the *Syntax* and *Decoder* are standardized:
- Permits optimization beyond the obvious
 - Permits complexity reduction for implementability
 - Provides *no* guarantees of Quality



The Advanced Video Coding Project

AVC / ITU-T H.264 / MPEG-4 part 10

- § History: ITU-T Q.6/SG16 (**VCEG - Video Coding Experts Group**) “H.26L” standardization activity (where the “L” stood for “long-term”)
- § **Aug 1999**: 1st test model (TML-1)
- § **July 2001**: MPEG open call for technology: H.26L demo'ed
- § **Dec 2001**: Formation of the **Joint Video Team (JVT)** between VCEG and MPEG to finalize H.26L as a new joint project (similar to MPEG-2/H.262)
- § **July 2002**: Final Committee Draft status in MPEG
- § **Dec '02** Technical freeze, FCD ballot approved
- § **May '03** Completed in both orgs
- § **July '04** Fidelity Range Extensions (FRExt) completed
- § **Jan '07** Professional Profiles completed

H.264/AVC Objectives

§ **Primary technical objectives:**

- Significant improvement in coding efficiency
- High loss/error robustness
- “Network Friendliness” (carry it well on MPEG-2 or RTP or H.32x or in MPEG-4 file format or MPEG-4 systems or ...)
- Low latency capability (better quality for higher latency)
- Exact match decoding

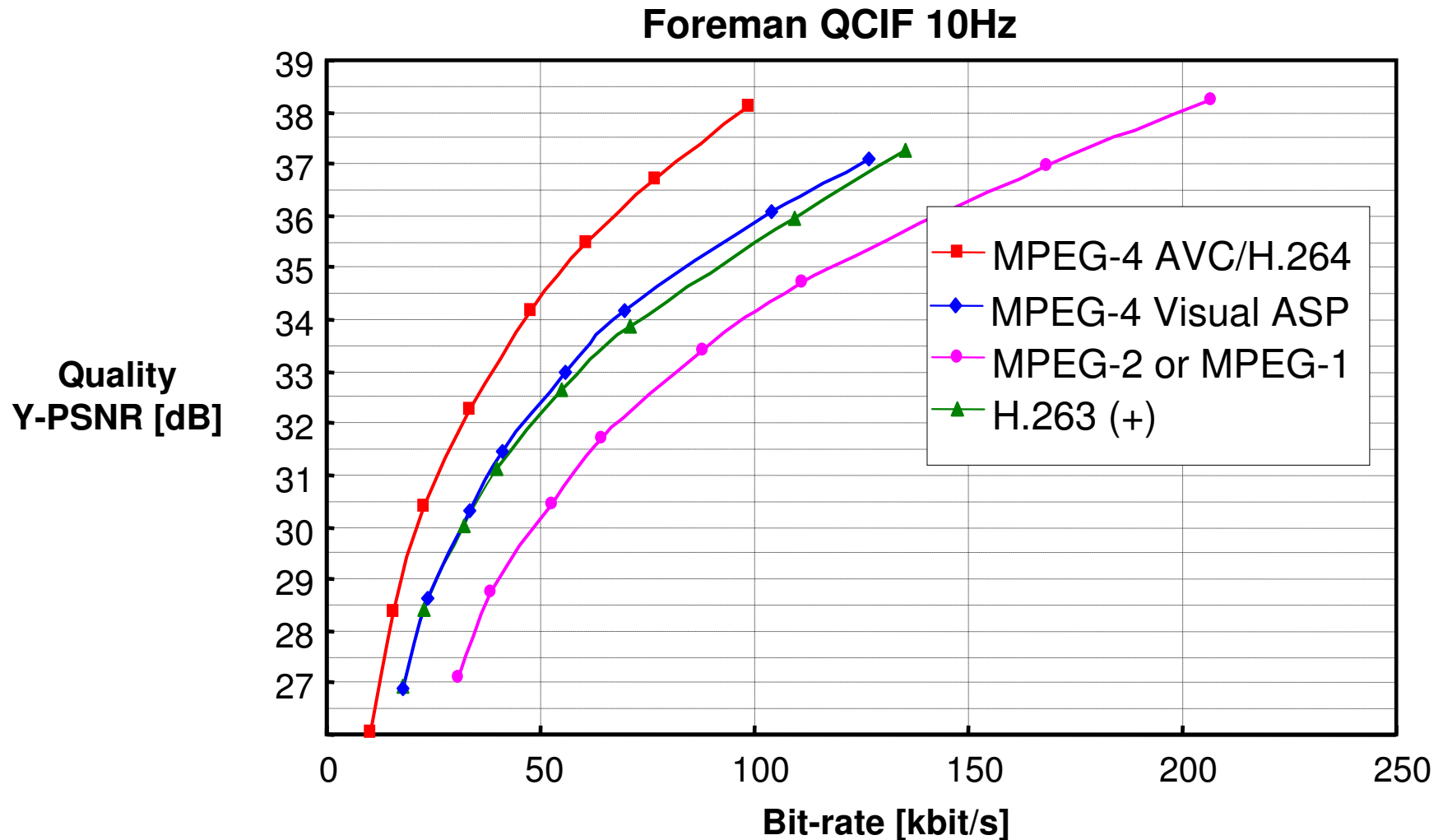
§ **Initial extension objectives (in FRExt and Prof Profiles):**

- Professional applications (more than 8 bits per sample, 4:4:4 color sampling, etc.)
- Higher-quality high-resolution video
- Alpha plane support (a degree of “object” functionality)
- Extended color gamut support

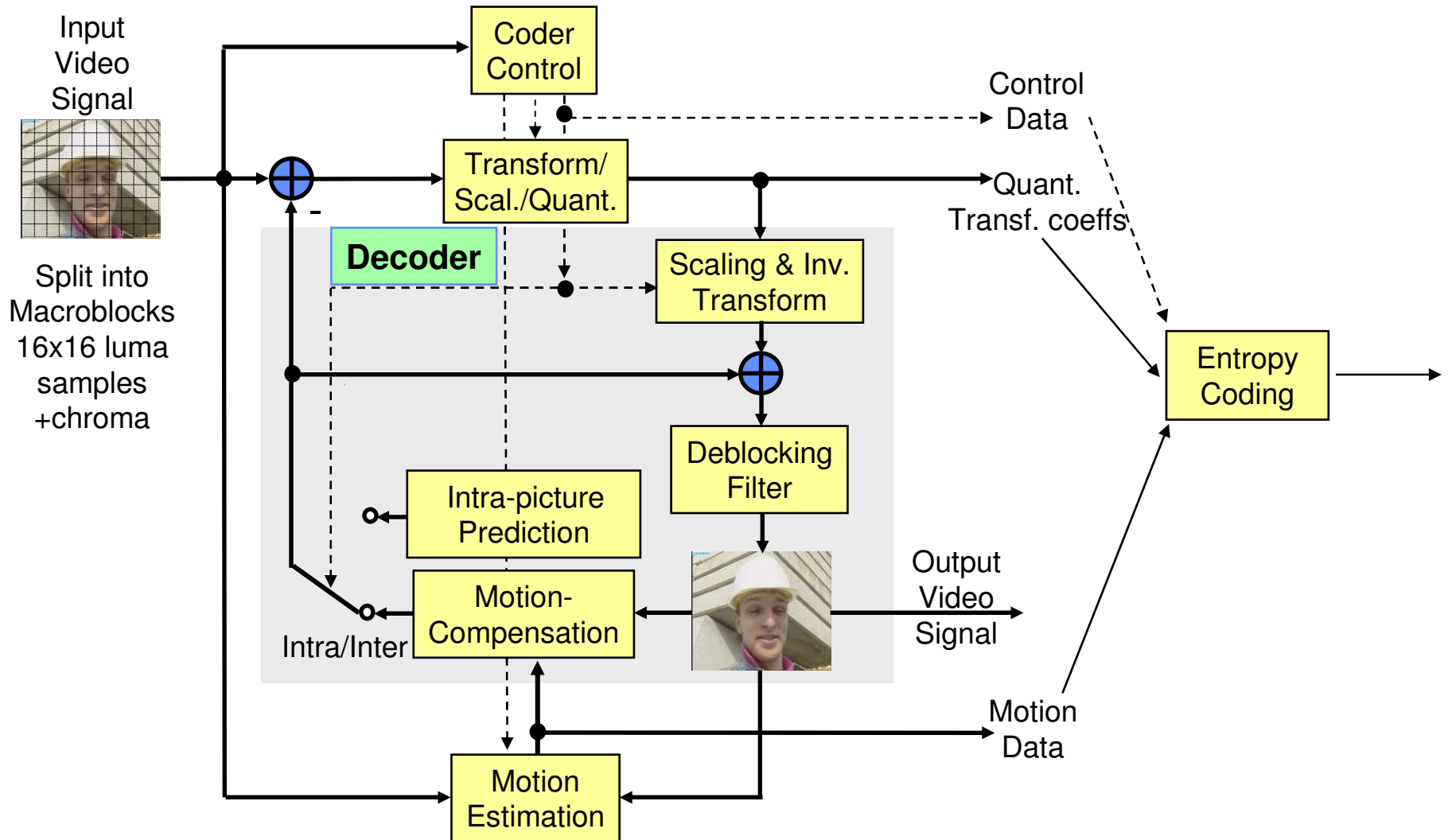
A Comparison of Performance

- § Test of different standards (ICIP 2002 study)
- § Using same rate-distortion optimization techniques for all codecs
- § Streaming test: High-latency (included B frames)
 - Four QCIF sequences coded at 10 Hz and 15 Hz (Foreman, Container, News, Tempete) and
 - Four CIF sequences coded at 15 Hz and 30 Hz (Bus, Flower Garden, Mobile and Calendar, and Tempete)
- § Real-time conversation test: No B frames
 - Four QCIF sequences encoded at 10Hz and 15Hz (Akiyo, Foreman, Mother and Daughter, and Silent Voice)
 - Four CIF sequences encoded at 15Hz and 30Hz (Carphone, Foreman, Paris, and Sean)
- § Compare four codecs using PSNR measure:
 - **MPEG-2** (in high-latency/streaming test only)
 - **H.263** (high-latency profile, conversational high-compression profile, baseline profile)
 - **MPEG-4 Visual** (simple and advanced simple profiles with & without B pictures)
 - **H.264/AVC version 1** (with & without B pictures)
- § Note: These test results are from a private study and are not an endorsed report of the JVT, VCEG or MPEG organizations.

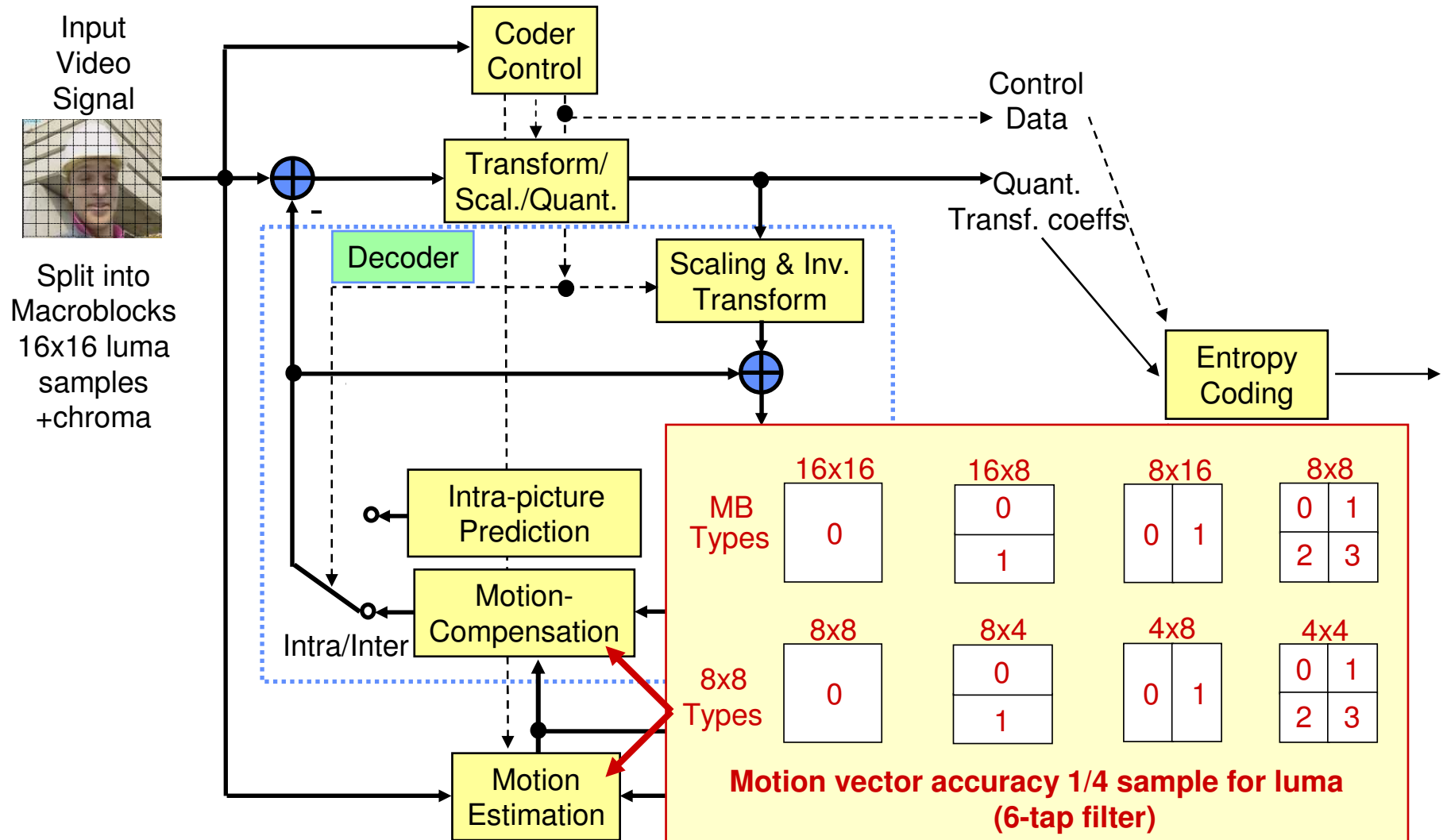
Comparison to MPEG-2, H.263, MPEG-4p2



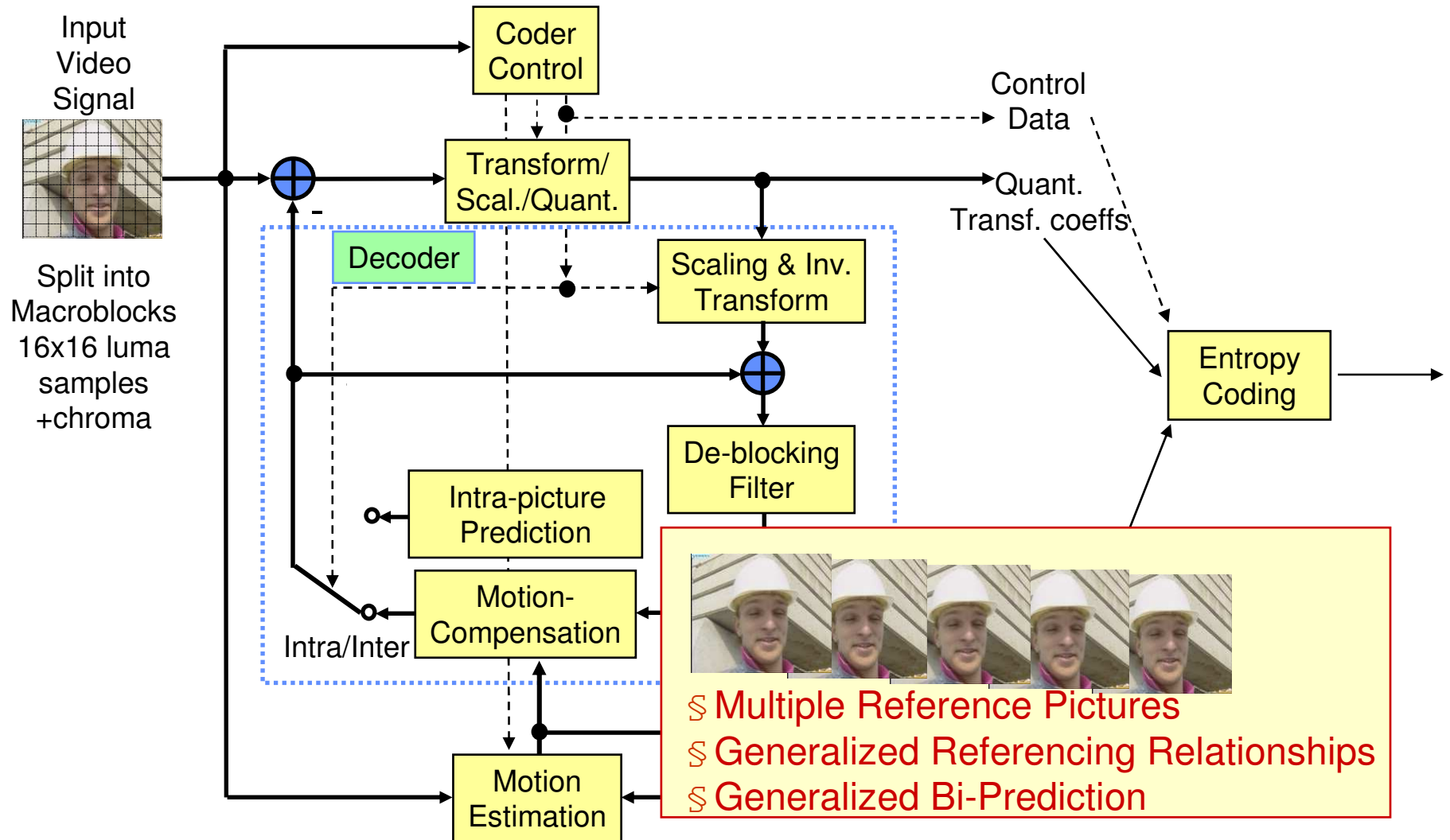
MPEG-4 AVC/H.264 Structure



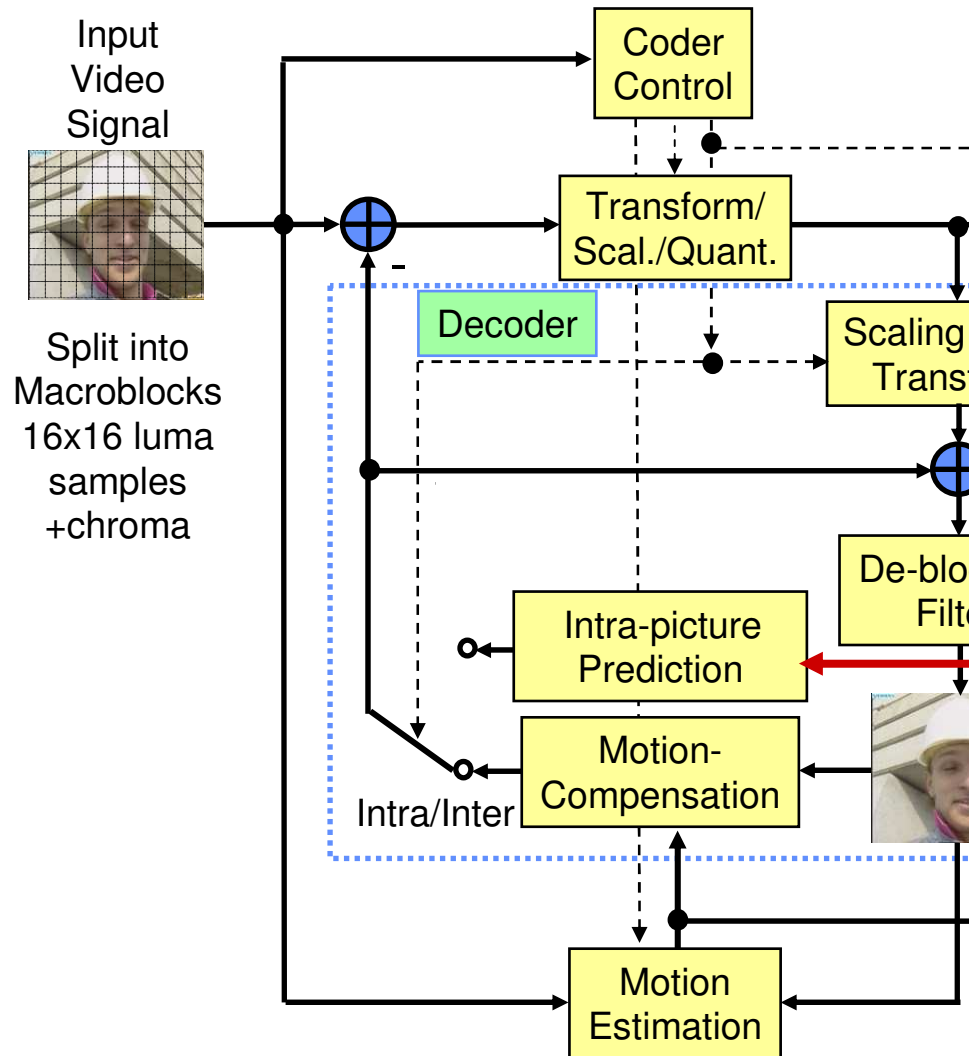
Motion Compensation Accuracy



Multiple Reference Frames

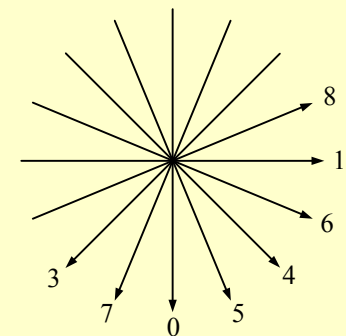


Intra Prediction



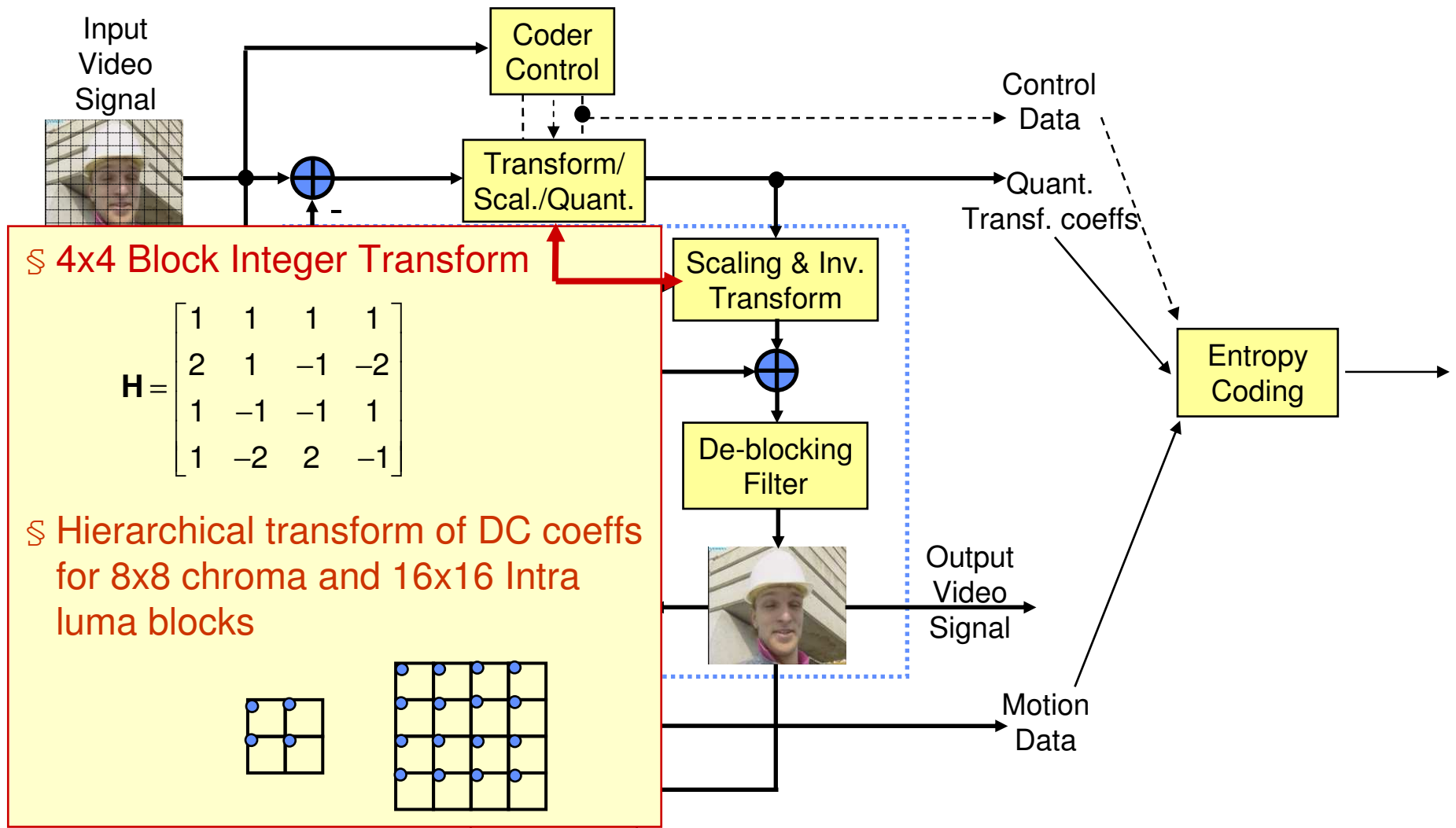
§ Directional spatial prediction
 (9 types for 4x4 luma pred,
 4 types for 16x16 luma pred,
 4 types for 8x8 chroma pred)

M	A	B	C	D	E	F	G	H
I	a	b	c	d				
J	e	f	g	h				
K	i	j	k	l				
L	m	n	o	p				

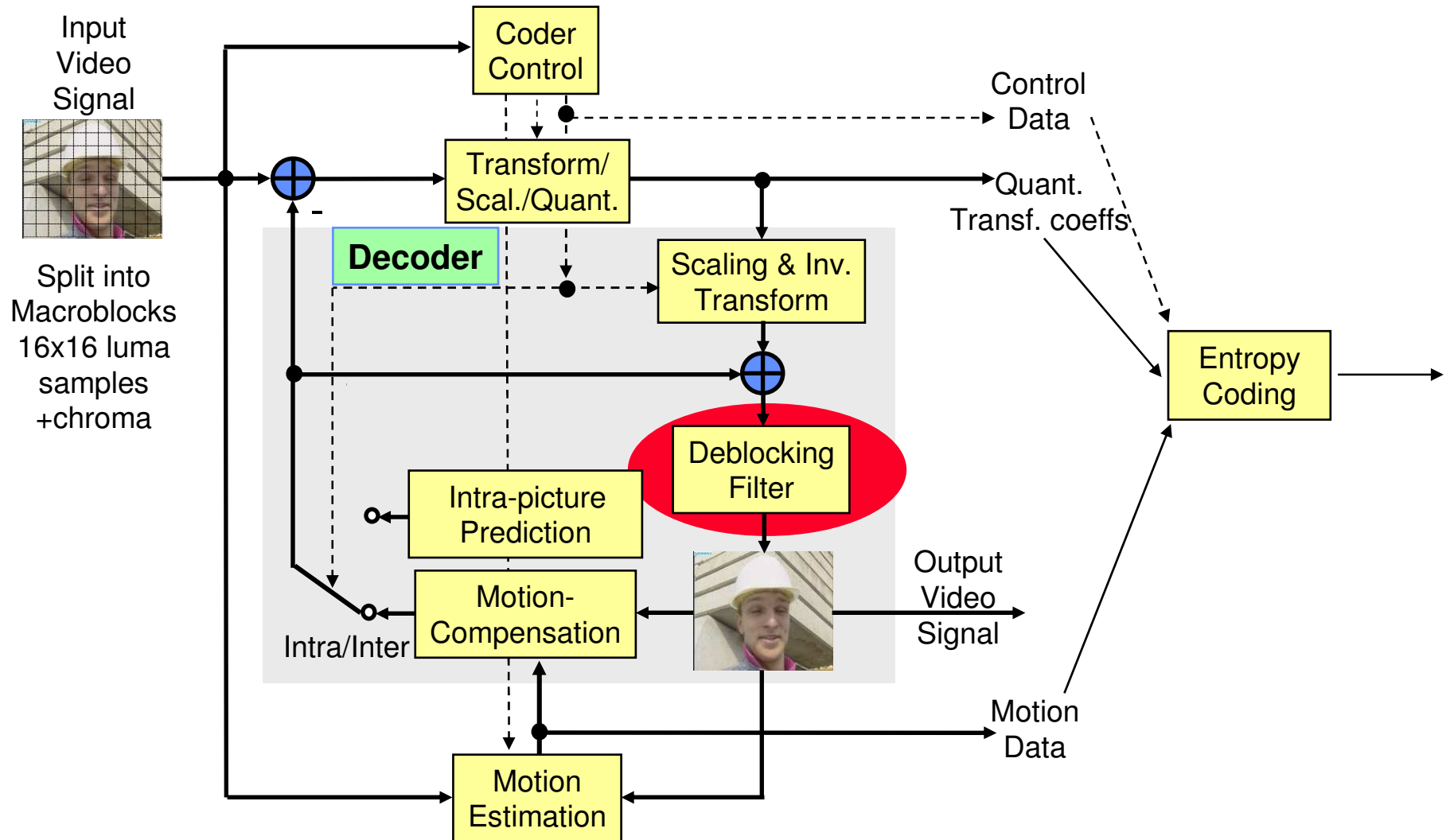


e.g., Mode 4:
 diagonal down/right prediction
 a, f, k, p are predicted by
 $(A + 2M + I + 2) \gg 2$

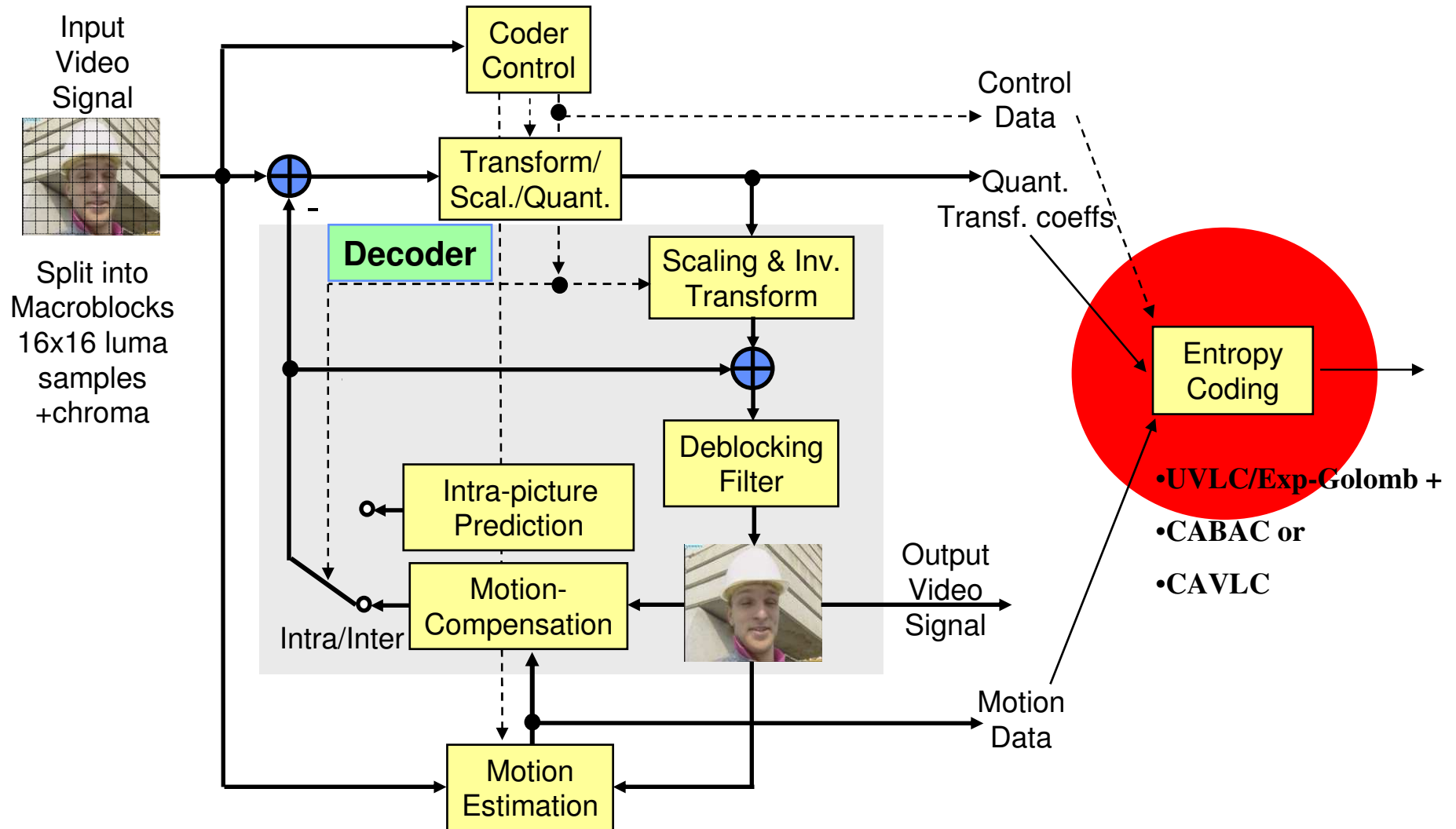
DCT-Like Transform Coding



Deblocking Filter



Entropy Coding



H.264/AVC Version 1 Profiles

- § **Three profiles in version 1: **Baseline, Main, and Extended****
- § **Baseline (esp. Videoconferencing & Wireless)**
 - I and P progressive-scan picture coding (not B)
 - **In-loop deblocking filter**
 - **1/4-sample motion compensation**
 - **Tree-structured motion segmentation down to 4x4 block size**
 - VLC-based entropy coding
 - Some enhanced error resilience features
 - **Flexible macroblock ordering/arbitrary slice ordering**
 - **Redundant slices**

Non-Baseline H.264/AVC Version 1 Profiles

§ Main Profile (esp. Broadcast)

- All Baseline features **except** enhanced error resilience features
- Interlaced video handling
- Generalized B pictures
- Adaptive weighting for B and P picture prediction
- **CABAC (arithmetic entropy coding)**

§ Extended Profile (esp. Streaming)

- All Baseline features
- Interlaced video handling
- Generalized B pictures
- Adaptive weighting for B and P picture prediction
- **More error resilience: Data partitioning**
- **SP/SI switching pictures**

Fidelity-Range and Professional Extensions

- § AVC standard finished May 2003, published as “twin text”
 - ITU-T Recommendation H.264
 - ISO/IEC 14496-10 MPEG-4 AVC
- § Fidelity-Range Extensions (FRExt)
 - Work item initiated in July 2003
 - More than 8 bits, color other than 4:2:0
 - Alpha coding
 - More coding efficiency capability
 - Also new supplemental information
- § Professional Profiles
 - Work item initiated in October 2005
 - Focus initially on 4:4:4 (replacing prior FRExt 4:4:4 profile)
 - Later work on all-intra and new supplemental information

FRExt Technical Features – Part 1

- § Larger transforms
 - 8x8 transform (as was in older standards)
 - Drop 4x8, 8x4, or larger, 16-point...
- § Filtered intra prediction modes for 8x8 block size
- § Quantization matrix
 - 4x4, 8x8, intra, inter trans. coefficients weighted differently
 - Old idea, dating to JPEG and before (circa 1986?)
 - Full capabilities not yet explored (visual weighting)
- § Coding in various color spaces
 - 4:2:2, 4:2:0, Monochrome, with/without Alpha
 - New integer color transform (a VUI-message item)

FRExt Technical Features – Part 2

- § Efficient lossless interframe coding
- § Film grain characterization for analysis/synthesis representation
- § Stereo-view video support
- § Deblocking filter display preference

8x8 16-Bit (Bossen) Transform

$$\begin{bmatrix} 8 & 8 & 8 & 8 & 8 & 8 & 8 & 8 \\ 12 & 10 & 6 & 3 & -3 & -6 & -10 & -12 \\ 8 & 4 & -4 & -8 & -8 & -4 & 4 & 8 \\ 10 & -3 & -12 & -6 & 6 & 12 & 3 & -10 \\ 8 & -8 & -8 & 8 & 8 & -8 & -8 & 8 \\ 6 & -12 & 3 & 10 & -10 & -3 & 12 & -6 \\ 4 & -8 & 8 & -4 & -4 & 8 & -8 & 4 \\ 3 & -6 & 10 & -12 & 12 & -10 & 6 & -3 \end{bmatrix}$$

8x8 Transform Advantage (JVT-K028, IBBP coding, prog. scan)

Sequence	% BD bit-rate reduction
Movie 1	11.59
Movie 2	12.71
Movie 3	12.01
Movie 4	11.06
Movie 5	13.46
Crawford	10.93
Riverbed	15.65
Average	12.48

Quantization Matrix

- § Similar concept to MPEG-2 design
- § Vary step size based on frequency
- § Adapted to modified transform structure
- § More efficient representation of weights
- § Eight downloadable matrices (at least 4:2:0)
 - Intra 4x4 Y, Cb, Cr
 - Intra 8x8 Y
 - Inter 4x4 Y, Cb, Cr
 - Inter 8x8 Y

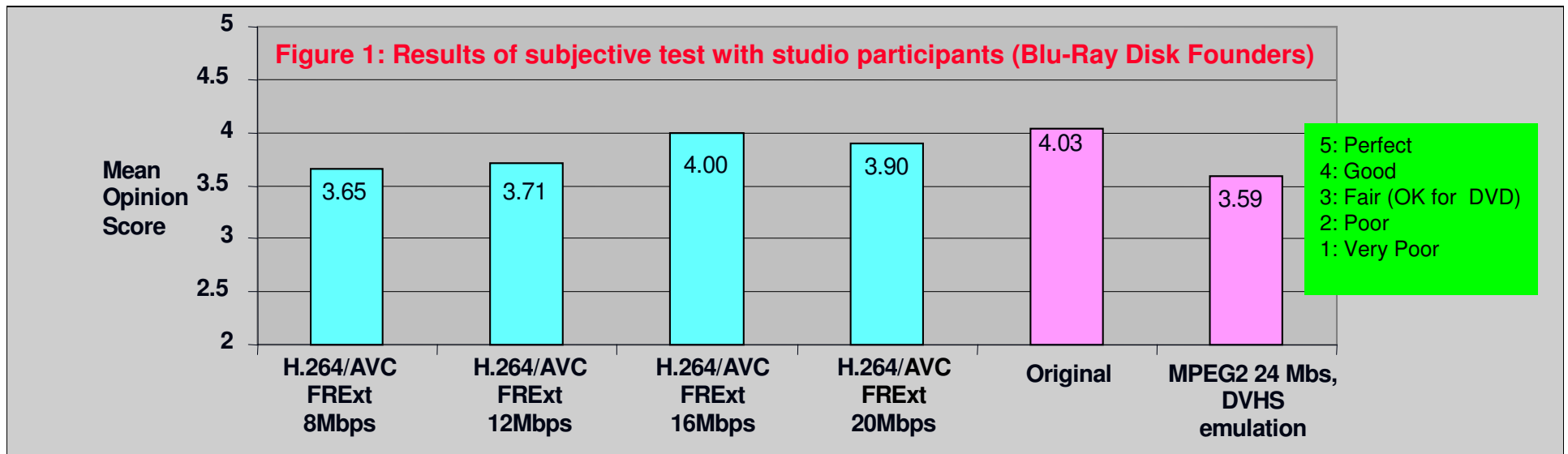
New Profiles Created by FRExt

- § 4:2:0, 8-bit: “High” (HP)
- § 4:2:0, 10-bit: “High 10” (Hi10)
- § 4:2:2, 10-bit: “High 4:2:2” (Hi422)

- § Effectively the same tools, but acting on different input data
- § The High Profile has been a major force in recent industry developments (HD DVD, Blu-ray Disc, DBS, Terrestrial Broadcast, IPTV, etc.)
- § The others are emerging in professional applications (e.g., content acquisition, editing, studios, recording)

A Performance Test for High Profile (from JVT-L033 - Panasonic)

- § Subjective tests by Blu-Ray Disk Founders of FRExt HP
- 4:2:0/8 (HP) 1920x1080x24p (1080p), 3 clips.
 - Nominal 3:1 advantage to MPEG-2
 - 8 Mbps HP scored better than 24 Mbps MPEG-2
 - Apparent **transparency** at 16 Mbps

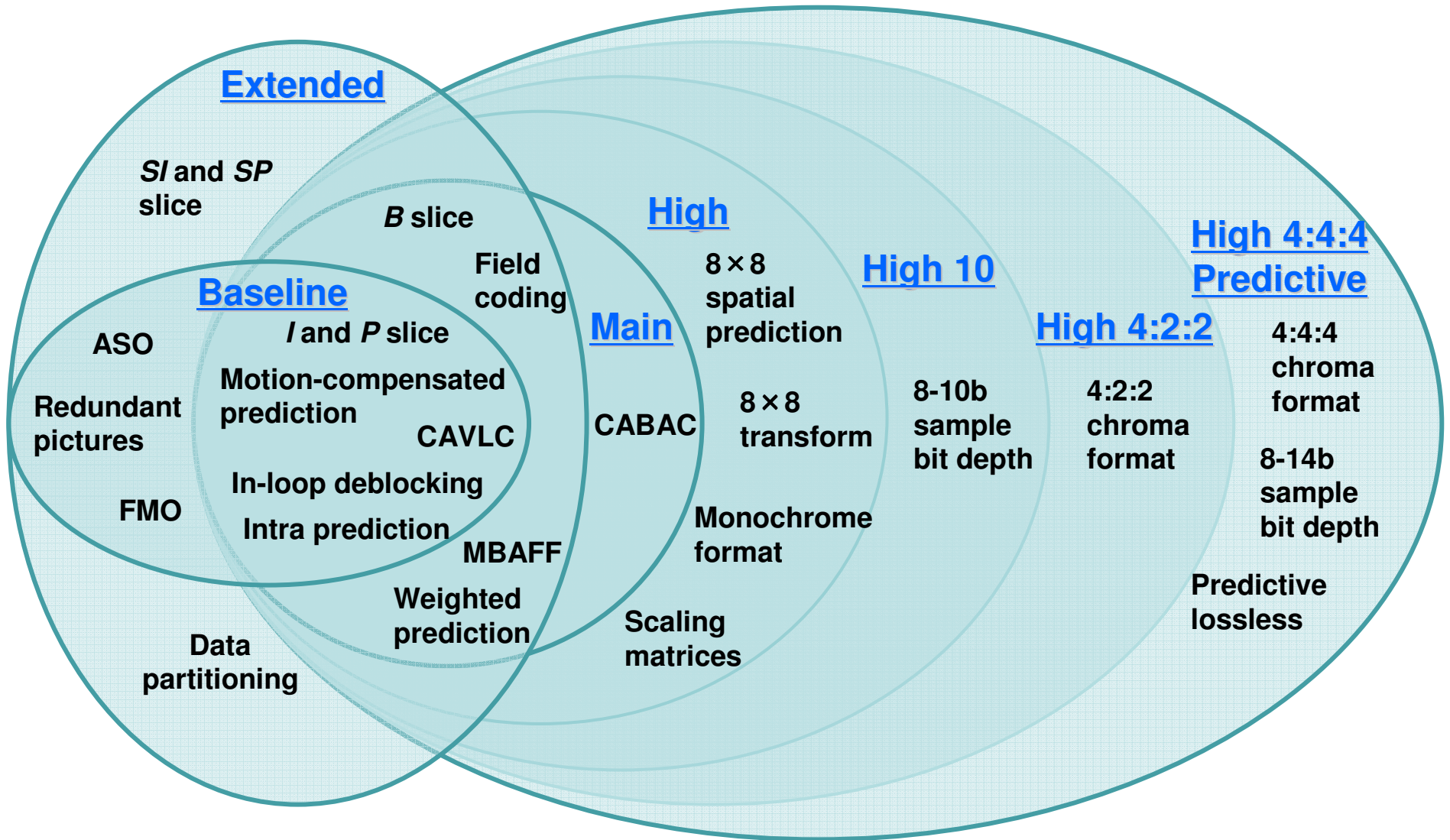


Some Notes on Quality Testing

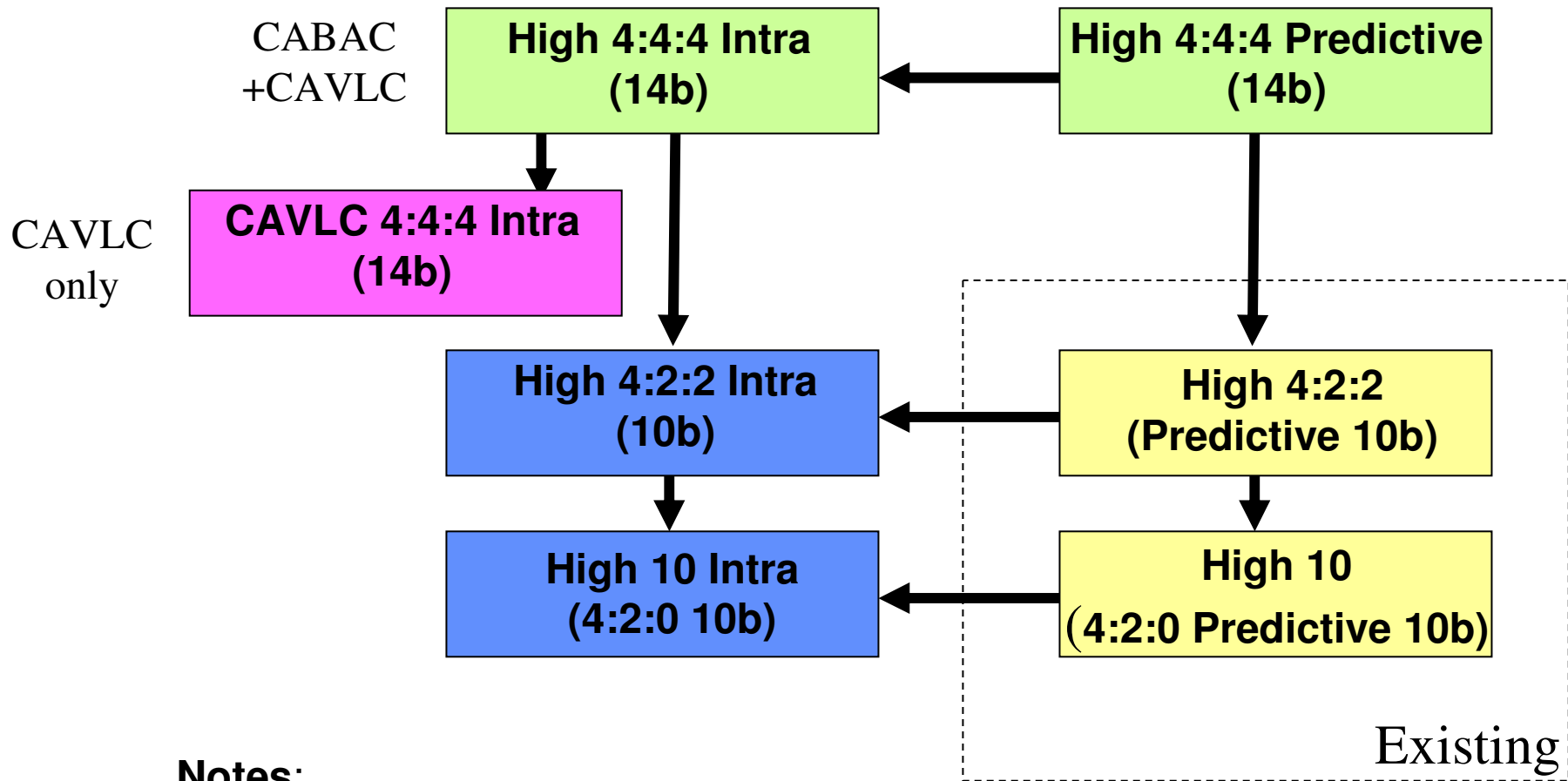
- § Use recent reference software (if using ref software)
- § Use rate-distortion optimization in encoder
- § Use large-range good-quality motion search
- § Use appropriate “High” profile (incl. adaptive transform)
- § If testing for PSNR, use “flat” quant matrices
- § Otherwise, use “non-flat” quant matrices
- § Use CABAC entropy coding
- § Use more than 1 or 2 reference pictures
- § Use hierarchical B reference frames coding structure
- § Use bi-predictive search optimization (see JVT-N014)
- § If testing high-quality PSNR, use adaptive thresholding*

* = See **G. Sullivan & S. Sun, “On Dead-Zone...”, VCIP 2005/JVT-N011**

AVC Profile Overview



New Profiles for Professional Apps (2007)



Notes:

Arrows denote capability subset hierarchy.

Four profiles not shown: **Baseline**, **Extended**, **Main**, **High**.

New Scalable Video Coding Profiles

**Spatial scalability
(dyadic, 3/2)
Coarse-grain scalability**

Scalable Baseline

Baseline

**Spatial scalability
(arbitrary up to 2)
Coarse-grain scalability**

Scalable High

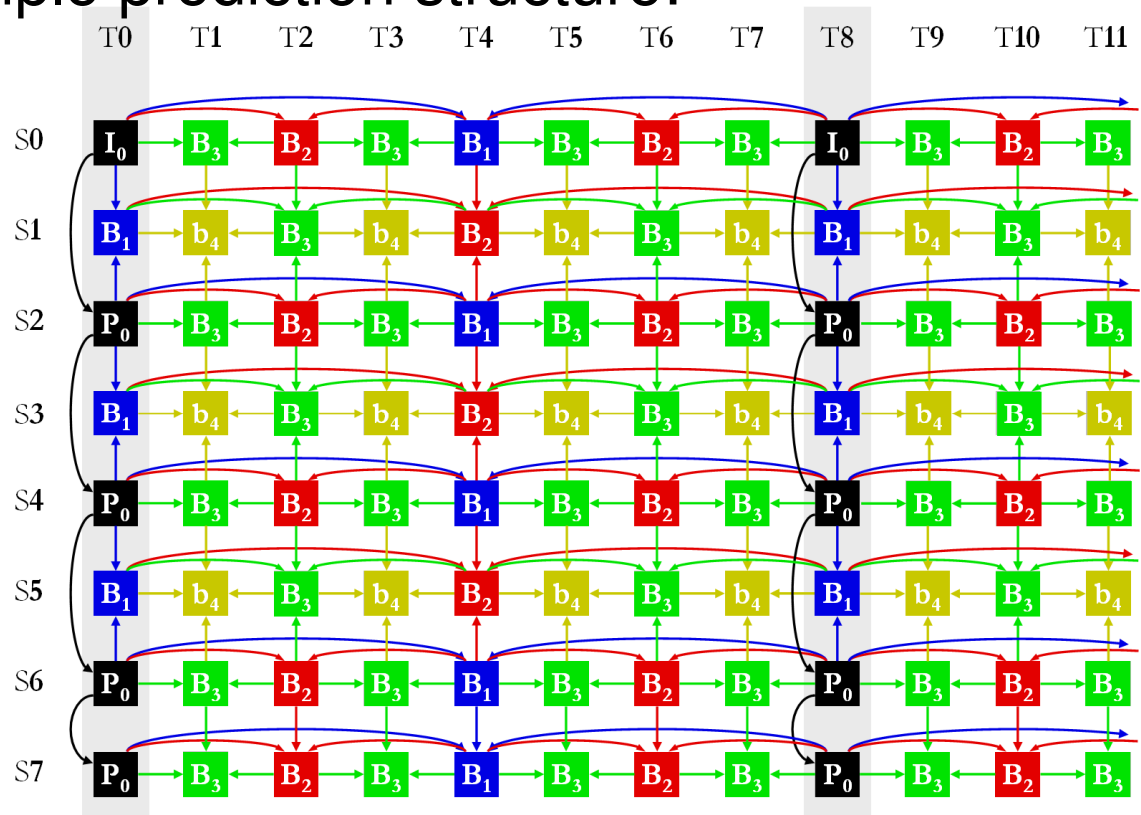
High

Scalable High Intra

Existing

Work-in-progress: Multi-view Video Coding

- § N camera views, synchronized in time
- § Example prediction structure:



For Further Information

§ JVT, MPEG, and VCEG management team members:

- Gary J. Sullivan (garysull@microsoft.com)
- Jens-Rainer Ohm (ohm@ient.rwth-aachen.de)
- Ajay Luthra (aluthra@motorola.com)
- Thomas Wiegand (wiegand@hhi.de)

§ H.264/AVC literature references:

- *IEEE Transactions on Circuits and Systems for Video Technology* Special Issue on H.264/AVC (July 2003) [Includes several highly-referenced papers] (Luthra, Sullivan, Wiegand, Eds.)
- Paper in *Proceedings of IEEE* Jan 2005 (Sullivan & Wiegand)
- Overview incl. FRExt: SPIE Aug 2004 (Sullivan, Topiwala, & Luthra)
- Paper at SPIE VCIP 2005: Meta-overview and deployment (Sullivan)
- Paper in *IEEE Communications Magazine*, Aug 2006 (Marpe, Wiegand, Sullivan)
- Paper on Professional Extensions, *IEEE ICIP*, Sept 2007 (Sullivan *et al.*)
- Wikipedia H.264/MPEG-4 AVC page
- *IEEE Transactions on Circuits and Systems for Video Technology* Special Issue on Scalable Video Coding – Standardization and Beyond (Sept 2007) (Wiegand, Sullivan, Ohm, Luthra, Eds.)