

**Joint Video Experts Team (JVET)
of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC
29/WG 11**

12th Meeting: Macao, October 2018

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Title: AHG 16: Transform-free coding for $2 \times N$ or $N \times 2$ chroma blocks

Status: Input document to JVET

Purpose: Proposal

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Source: ByteDance

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Abstract

In this contribution, no transform/inverse-transform is required for tiny blocks with sizes $2 \times N$ or $N \times 2$. The 2-point transform could be removed accordingly. Two solutions are provided. In the first solution, tiny blocks are always coded with all residues equal to 0. In this case, the 2×2 coding group scan is also removed. In test 2, tiny blocks are always coded with the transform-skip mode. In test 1, simulation results reportedly show 0.06%/1.55%/1.76% and 0.11%/3.31%/3.57% BD-rate changing on Y/Cb/Cr components for All Intra (AI) and Random Access (RA) configurations, respectively, in average compared with VTM-2.0.1. Meanwhile, it reports encoder running time is also reduced by 2%. In test 2, simulation results reportedly show 0.11%/1.40%/1.58% and 0.13%/2.92%/3.10% BD-rate changing on Y/Cb/Cr components for AI and RA configurations, respectively.

Introduction

In the current VVC, tiny blocks with size $2 \times N$ or $N \times 2$ are allowed to code chroma components. Therefore, $2 \times N$ or $N \times 2$ transform/inverse-transform is required, which is not desirable in the hardware implementation.

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LINKS

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JVET-L0334

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AHG 16: Transform-free coding for 2xN or Nx2 chroma blocks

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ABSTRACT

MEETING NOTES

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MEETING NOTES

external meeting notes

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Joint Video Experts Team (JVET)
of ITU-T SG21 WP3/21 and ISO/IEC JTC 1/SC 29
12th Meeting: Macao, October 2018

Document: JVET-L0334

Title: Meeting Report of the 41st Meeting of the Joint Video Experts Team

Status: Report document from the chair of JVET

Purpose: Report

1 Summary

MEETING NOTES

[JVET-L0334](#) AHG 16: Transform-free coding for $2 \times N$ or $N \times 2$ chroma blocks [K. Zhang, L. Zhang, H. Liu, Y. Wang, P. Zhao, D. Hong (Bytedance)]

In this contribution, no transform/inverse-transform is required for tiny blocks with sizes $2 \times N$ or $N \times 2$. The 2-point transform could be removed accordingly. Two solutions are provided. In the first solution, tiny blocks are always coded with all residues equal to 0. In this case, the 2×2 coding group scan is also removed. In test 2, tiny blocks are always coded with the transform-skip mode. In test 1, simulation results reportedly show 0.06%/1.55%/1.76% and 0.11%/3.31%/3.57% BD-rate changing on Y/Cb/Cr components for All Intra (AI) and Random Access (RA) configurations, respectively, in average compared with VTM-2.0.1. Meanwhile, it reports encoder running time is also reduced by 2%. In test 2, simulation results reportedly show 0.11%/1.40%/1.58% and 0.13%/2.92%/3.10% BD-rate changing on Y/Cb/Cr components for AI and RA configurations, respectively.

Implicitly enforcing zero coding is not appropriate in particular in the low QP range.

The loss in chroma is relatively large (and even reflected in luma loss, as the bit rate is apparently increased).

Generally, a length 2 transform is not critical in complexity.

No action was taken on this.

CITATION

K. Zhang, L. Zhang, H. Liu, Y. Wang, P. Zhao, D. Hong, "AHG 16: Transform-free coding for $2 \times N$ or $N \times 2$ chroma blocks", JVET-L0334, 12th Meeting: Macao, October 2018.

REFERENCES

1. [F. Bossen, J. Boyce, X. Li, V. Seregin, K. Sühring, "JVET common test conditions and software reference configurations for SDR video", JVET-K1010, 11th Meeting: Ljubljana, July 2018.](#)