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12/838,354 16 July 2010 (16.07.2010) US(71) Applicant (for all designated States except US): **SHARP KABUSHIKI KAISHA** [JP/JP]; 22-22, Nagaïke-cho, Abeno-ku, Osaka-shi, Osaka, 5458522 (JP).

(72) Inventors; and

(75) Inventors/Applicants (for US only): **MA, Zhan. SEGALL, Christopher A.**(74) Agent: **HARAKENZO WORLD PATENT & TRADE-MARK**; Daiwa Minamimorimachi Building, 2-6, Tenjin-bashi 2-chome Kita, Kita-ku, Osaka-shi, Osaka, 5300041 (JP).

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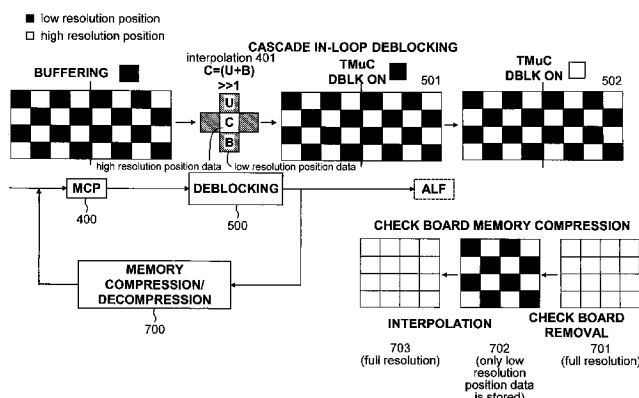
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(54) Title: VIDEO DECODER FOR LOW RESOLUTION POWER REDUCTION USING LOW RESOLUTION DATA

FIG. 3B



(57) Abstract: A video decoder that uses power reduction techniques is disclosed. The video decoder comprising; (a) an entropy decoder that decodes a bitstream defining said video having data representative of a low-resolution data set and a high-resolution data set; combiner forming a reconstructed image data based upon a predicted data and a transformed bitstream; (f) a de-blocking module that selectively de-blocks said reconstructed image data by making de-blocking decisions based upon data at said low-resolution pixel positions and not at said high-resolution pixel positions; (g) said de-blocking module using only the reconstructed image data at said low-resolution pixel positions for de-blocking said reconstructed image data at said low-resolution pixel position.

DESCRIPTION

TITLE OF INVENTION: VIDEO DECODER FOR LOW
RESOLUTION POWER REDUCTION USING LOW RESOLUTION
DATA

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TECHNICAL FIELD

The present invention relates to a video decoder with
power reduction.

10 BACKGROUND ART

Existing video coding standards, such as H.264/AVC,
generally provide relatively high coding efficiency at the
expense of increased computational complexity. The relatively
high computational complexity has resulted in significant
15 power consumption, which is especially problematic for low
power devices such as cellular phones.

Power reduction is generally achieved by using two
primary techniques. The first technique for power reduction is
opportunistic, where a video coding system reduces its
20 processing capability when operating on a sequence that is
easy to decode. This reduction in processing capability may
be achieved by frequency scaling, voltage scaling, on-chip

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data pre-fetching (caching), and/or a systematic idling strategy. In many cases the resulting decoder operation conforms to the standard. The second technique for power reduction is to discard frame or image data during the decoding process. This typically allows for more significant power savings but generally at the expense of visible degradation in the image quality. In addition, in many cases the resulting decoder operation does not conform to the standard.

SUMMARY OF INVENTION

One embodiment of the present invention discloses a video decoder that decodes video comprising: (a) an entropy decoder that decodes a bitstream defining said video; (b) an inverse transformation that transforms said decoded bitstream; (c) a predictor that selectively performs an intra-prediction and a motion compensated prediction based on said decoded bitstream; (d) a buffer comprising compressed image data used for said motion compensated prediction, including low-resolution data and high-resolution data, where said predictor predicts both a low-resolution data set and a high-resolution data set based upon said low resolution data using high-resolution prediction information decoded from said bitstream without using said high resolution data.

Another embodiment of the present invention discloses a video decoder that decodes video comprising: (a) an entropy decoder that decodes a bitstream defining said video; (b) an inverse transformation that transforms said decoded
5 bitstream; (c) a predictor that selectively performs an intra-prediction and a motion compensated prediction on said decoded bitstream; (d) a buffer comprising compressed image data used for said motion compensated prediction; (e) wherein said compressed image data includes a low-resolution data
10 set and a high-resolution data set, where said low resolution data set is independent of said high resolution data set and used for decoding in a low resolution mode, and wherein said low resolution data set and said high resolution data set are both used when decoding in a high resolution mode.

15 The foregoing and other objectives, features, and advantages of the invention will be more readily understood upon consideration of the following detailed description of the invention, taken in conjunction with the accompanying drawings.

20 BRIEF DESCRIPTION OF DRAWINGS

FIG. 1 illustrates a decoder.

FIG. 2 illustrates low resolution prediction.

FIGS. 3A and 3B illustrate a decoder and data flow for
25 the decoder.

FIG. 4 illustrates a sampling structure of the frame buffer.

FIG. 5 illustrates integration of the frame buffer in the decoder.

5 FIG. 6A and 6B illustrates representative pixel values of two blocks.

DESCRIPTION OF EMBODIMENTS

10 It is desirable to enable significant power savings typically associated with discarding frame data without visible degradation in the resulting image quality and standard non-conformance. Suitably implemented the system may be used with minimal impact on coding efficiency. In order to facilitate such power savings with minimal image derogation and loss of
15 coding efficiency, the system should operate alternatively on low resolution data and high resolution data. The combination of low resolution data and high resolution data may result in full resolution data. The use of low resolution data is particularly suitable when the display has a resolution lower
20 than the resolution of the transmitted content.

 Power is a factor when designing higher resolution decoders. One major contributor to power usage is memory bandwidth. Memory bandwidth traditionally increases with higher resolutions and frame rates, and it is often a
25 significant bottleneck and cost factor in system design. A

second major contributor to power usage is high pixel counts. High pixel counts are directly determined by the resolution of the image frame and increase the amount of pixel processing and computation. The amount of power required for each pixel operation is determined by the complexity of the decoding process. Historically, the decoding complexity has increased in each "improved" video coding standard.

Referring to FIG. 1, the system may include an entropy decoding module 10, a transformation module (such as inverse transformation using a dequant IDCT) 20, an intra prediction module 30, a motion compensated prediction module 40, an adder 80, a deblocking module 50, an adaptive loop filter module 60, and a memory compression / decompression module associated with a frame buffer 70. The arrangement and selection of the different modules for the video system may be modified, as desired. The system, in one aspect, preferably reduces the power requirements of both memory bandwidth and high pixel counts of the frame buffer. The memory bandwidth is reduced by incorporating a frame buffer compression technique within a video coder design. The purpose of the frame buffer compression technique is to reduce the memory bandwidth (and power) required to access data in the reference picture buffer. Given that the reference picture buffer is itself a compressed version of the original image data, compressing the reference frames can be achieved

without significant coding loss for many applications.

To address the high pixel counts, the video codec should support a low resolution processing mode without drift. This means that the decoder may switch between low-resolution and full-resolution operating points and be compliant with the standard. This may be accomplished by performing prediction of both the low-resolution and high-resolution data using the full-resolution prediction information but only the low-resolution image data. Additionally, this may be improved using a de-blocking process that makes de-blocking decisions using only the low-resolution data. De-blocking is applied to the low-resolution data and, also if desired, the high-resolution data. The de-blocking of the low-resolution pixels does not depend on the high-resolution pixels. The low resolution deblocking and high resolution deblocking may be performed serially and/or in parallel. However, the de-blocking of the high resolution pixels may depend on the low-resolution pixels. In this manner the low resolution process is independent of the high resolution process, thus enabling a power savings mode, while the high resolution process may depend on the low resolution process, thus enabling greater image quality when desired.

Referring to FIG. 2, when operating in the low-resolution mode (S10), a decoder may exploit the properties of low-resolution prediction and modified de-blocking to significantly

reduce the number of pixels to be processed. This may be accomplished by predicting only the low-resolution data (S12). Then after predicting the low resolution data, computing the residual data for only the low-resolution pixels (i.e., pixel locations) and not the high resolution pixels (i.e., pixel locations) (S14). The residual data is typically transmitted in a bit-stream. The residual data computed for the low-resolution pixel values has the same pixel values as the full resolution residual data at the low-resolution pixel locations. The principal difference is that the residual data needs to only be calculated at the position of the low-resolution pixels. Following calculation of the residual, the low-resolution residual is added to the low-resolution prediction (S16), to provide the low resolution pixel values. The resulting signal is then de-blocked. Again, the de-blocking is preferably performed at only the low-resolution sample locations (S18) to reduce power consumption. Finally, the result may be stored in the reference picture frame buffer for future prediction. Optionally, the result may be processed with an adaptive loop filter. The adaptive loop filter may be related to the adaptive loop filter for the full resolution data, or it may be signaled independently, or it may be omitted.

An exemplary depiction of the system operating in low-resolution mode is shown in FIGS. 3A and 3B. The system may likewise include a mode that operates in full resolution

mode. As shown in FIGS. 3A and 3B, entropy decoding 100 may be performed at full resolution, while the inverse transform (Dequant IDCT) 200 and prediction (Intra Prediction 300; Motion Compensated Prediction (MCP) 400) are preferably performed at low resolution. The de-blocking 500 is preferably performed in a cascade fashion so that the de-blocking of the low resolution pixels do not depend on the additional, high resolution data. Finally, a frame buffer that includes memory compression stores the low-resolution data used for future prediction.

The entropy decoding 100 shown in FIG. 3A entropy decodes the residual data for full-resolution pixels (101). The shaded pixels in the residual 101 represent low resolution positions, while the un-shaded pixels represent high resolution positions. The Dequant IDCT 200 inverse transforms only the low resolution pixel data in the residual 101, so as to produce a residual-after-Dequant-and-IDCT 201.

In the case of intra pictures, the Intra Prediction 300 produces a prediction 301 only for the low resolution positions (depicted by the shaded pixels). Adder 800 adds the low resolution pixel data in the residual-after-Dequant-and-IDCT 201 to the low resolution pixel data in the prediction 301, so as to produce a reconstruction 801 only for the low resolution positions (depicted by the shaded pixels).

In the case of inter pictures, the MCP 400 shown in FIG.

3B reads out the low resolution pixel data of the reference picture (depicted by the shaded pixels in the reference picture data 702) from the Memory 700, and produces by interpolation the high resolution pixel data which have been removed. For example, as indicated in the interpolation 401, the MCP 400 produces by interpolation the high resolution pixel data C from low resolution pixel data of the neighboring pixels. Taking an average of low resolution pixel data of pixels located in the upper and bottom side of C, taking an average of low resolution pixel data of pixels located in the left and right side of C, taking an average of low resolution pixel data of pixels located in the upper, bottom, left and right side of C may be employed as the interpolation.

Deblocking 500 is performed in a cascade fashion. The Deblocking 500 filters the low resolution data in the first time (501), while it filters the high resolution data in the second time (502). More specifically, Deblocking 500 is performed in the following manner.

STEP 1) (501)

Deblocking 500 applies only to the low resolution data using the low resolution data and the high resolution data by interpolation.

STEP 2) (502)

Deblocking 500 applies only to the high resolution data using the low resolution data and the high resolution data by

interpolation.

Pictures after the Deblocking 500 are stored in the Memory 700. The followings explain pictures (701, 702, 703) which have been once stored in the Memory 700 after the Deblocking 500, and read out for the MCP 400. A picture 502 after the Deblocking 500 is a full resolution picture, which may be referred to as a picture 701. The picture 701 after the Deblocking 500 is decimated (702) in a checker-board pattern such that only the low resolution positions are remained and stored in the Memory 700. When used in prediction, the decimated high resolution pixel data (depicted by the un-shaded pixels of 702) is interpolated and the interpolated picture is used for producing a predicted picture.

The frame buffer compression technique is preferably a component of the low resolution functionality. The frame buffer compression technique preferably divides the image pixel data into multiple sets, and that a first set of the pixel data does not depend on other sets. In one embodiment, the system employs a checker-board pattern as shown in FIG. 4. In FIG. 4, the shaded pixel locations belong to the first set and the un-shaded pixels belong to the second set. Other sampling structures may be used, as desired. For example, every other column of pixels may be assigned to the first set. Alternatively, every other row of pixels may be assigned to the first set. Similarly, every other column and row of pixels may

be assigned to the first set. Any suitable partition into multiple sets of pixels may be used.

For memory compression / decompression the frame buffer compression technique preferably has the pixels in a second set of pixels be linearly predicted from pixels in the first set of pixels. The prediction may be pre-defined. Alternatively, it may be spatially varying or determined using any other suitable technique.

In one embodiment, the pixels in the first set of pixels are coded. This coding may use any suitable technique, such as for example, block truncation coding (BTC), such as described by Healy, D.; Mitchell, O., "Digital Video Bandwidth Compression Using Block Truncation Coding," IEEE Transactions on Communications [legacy, pre - 1988], vol.29, no.12 pp. 1809- 1817, Dec 1981, absolute moment block truncation coding (AMBTC), such as described by Lema, M.; Mitchell, O., "Absolute Moment Block Truncation Coding and Its Application to Color Images," IEEE Transactions on Communications [legacy, pre - 1988], vol.32, no.10 pp. 1148-1157, Oct 1984, or scalar quantization. Similarly, the pixels in the second set of pixels may be coded and predicted using any suitable technique, such as for example being predicted using a linear process known to the frame buffer compression encoder and frame buffer compression decoder. Then the difference between the prediction and the pixel value may be

computed. Finally, the difference may be compressed. In one embodiment, the system may use block truncation coding (BTC) to compress the first set of pixels. In another embodiment, the system may use absolute moment block truncation coding (AMBTC) to compress the first set of pixels. In another embodiment, the system may use quantization to compress the first set of pixels. In yet another embodiment, the system may use bi-linear interpolation to predict the pixel values in the second set of pixels. In a further embodiment, the system may use bi-cubic interpolation to predict the pixel values in the second set of pixels. In another embodiment, the system may use bi-linear interpolation to predict the pixel values in the second set of pixels and absolute moment block truncation coding (AMBTC) to compress the residual difference between the predicted pixel values in the second set and the pixel value in the second set.

A property of the frame buffer compression technique is that it is controlled with a flag to signal low resolution processing capability. In one configuration when this flag does not signal low resolution processing capability, then the frame buffer decoder produces output frames that contain the first set of pixel values (i.e. low resolution pixel data), possibly compressed, and the second set of pixel values (i.e. high resolution pixel data) that are predicted from the first set of pixel values and refined with optional residual data. In

another configuration when this flag does signal low resolution processing capability, then the frame buffer decoder produces output frames that contain the first set of pixel values, possibly compressed, and the second set of pixel values that are predicted from the first set of pixel values but not refined with optional residual data. Accordingly, the flag indicates whether or not to use the optional residual data. The residual data may represent the differences between the predicted pixel values and the actual pixel values.

For the frame buffer compression encoder, when the flag does not signal low resolution processing capability, then the encoder stores the first set of pixel values, possibly in compressed form. Then, the encoder predicts the second set of pixel values from the first set of pixel values. In some embodiments, the encoder determines the residual difference between the prediction and actual pixel value and stores the residual difference, possibly in compressed form. In some embodiments, the encoder selects from multiple prediction mechanisms a preferred prediction mechanism for the second set pixels. The encoder then stores the selected prediction mechanism in the frame buffer. In one embodiment, the multiple prediction mechanisms consist of multiple linear filters and the encoder selects the prediction mechanism by computing the predicted pixel value for each linear filter and selecting the linear filter that computes a predicted pixel

value that is closest to the pixel value. In one embodiment, the multiple prediction mechanisms consist of multiple linear filters and the encoder selects the prediction mechanism by computing the predicted pixel values for each linear filter for a block of pixel locations and selecting the linear filter that computes a block of predicted pixel value that are closest to the block of pixel values. A block of pixels is a set of pixels within an image. The determination of the block of pixel predicted pixel values that are closest to the block of pixel values may be determined by selecting the block of predicted pixel values that result in the smallest sum of absolute differences between the block of predicted pixels values and block of pixels values. Alternatively, the sum of squared differences may be used to select the block. In other embodiments, the residual difference is compressed with block truncation coding (BTC). In one embodiment, the residual difference is compressed with the absolute moment block truncation coding (AMBTC). In one embodiment, the parameters used for the compression of the second set pixels are determined from the parameters used for the compression of the first set of pixels. In one embodiment, the first set of pixels and second set of pixels use AMBTC, and a first parameter used for the AMBTC method of the first set of pixels is related to a first parameter used for the AMBTC method for the second set of pixels. In one embodiment, said

first parameter used for the second set of pixels is equal to said first parameter used for the first set of pixels and not stored. In another embodiment, said first parameter used for the second set of pixels is related to said first parameter used for the first set of pixels. In one embodiment, the relationship may be defined as a scale factor, and the scale factor stored in place of said first parameter used for the second set of pixels. In other embodiments, the relationship may be defined as an index into a look-up-table of scale factors, the index stored in place of said first parameter used for the second set of pixels. In other embodiments, the relationship may be pre-defined. In other embodiments, the encoder combines the selected prediction mechanism and residual difference determination step. By comparison, when the flag signals low resolution processing capability, then the encoder stores the first set of pixel values, possibly in compressed form. However, the encoder does not store residual information. In embodiments described above that determine a selected prediction mechanism, the encoder does not compute the selected prediction mechanism from the reconstructed data. Instead, any selected prediction mechanism is signaled from the encoder to the decoder.

The signaling of a flag enables low resolution decoding capability. The decoder is not required to decode a low resolution sequence even when the flag signals a low

resolution decoding capability. Instead, it may decode either a full resolution or low resolution sequence. These sequences will have the same decoded pixel values for pixel locations on the low resolution grid. The sequences may or may not have the same decoded pixel values for pixel locations on the high resolution grid. The signaling the flag may be on a frame-by-frame basis, on a sequence-by-sequence basis, or any other basis.

When the flag appears in the bit-stream, the decoder preferably performs the following steps:

(a) Disables the residual calculation in the frame buffer compression technique. This includes disabling the calculation of residual data during the loading of reference frames as well as disabling the calculation of residual data during the storage of reference frames, as illustrated in FIG. 5.

(b) Uses low resolution pixel values for low resolution deblocking, as previously described. Uses an alternative deblocking operation for the sample locations in the higher resolution locations, as previously described.

(c) Stores reference frames prior to applying the adaptive loop filter.

With these changes, the decoder may continue to operate in full resolution mode. Specifically, for future frames, it can retrieve the full resolution frame from the compressed reference buffer, perform motion compensation, residual

addition, de-blocking, and loop filter. The result will be a full resolution frame. This frame can still contain frequency content that occupies the entire range of the full resolution pixel grid.

5 Alternatively though, the decoder may choose to operate only on the low-resolution data. This is possible due to the independence of the lower resolution grid on the higher resolution grid in the buffer compression structure. For motion estimation, the interpolation process is modified to
10 exploit the fact that high resolution pixels are linearly related to the low-resolution data. Thus, the motion estimation process may be performed at low resolution with modified interpolation filters. Similarly, for residual calculation, the system may exploit the fact that the low resolution data does
15 not rely on the high resolution data in subsequent steps of the decoder. Thus, the system uses a reduced inverse transformation process that only computes the low resolution pixels from the full resolution transform coefficients. Finally, the system employs a de-blocking filter that de-blocks the
20 low-resolution data independent from the high-resolution pixels (the high-resolution may be dependent on the low-resolution). This is again due to the linear relationship between the high-resolution and lower-resolution data.

 An existing deblocking filter in the JCT-VC Test Model
25 under Consideration JCTVC-A119 is desired in the context of

8x8 block sizes. For luma deblocking filtering, the process begins by determining if a block boundary should be deblocked. This is accomplished by computing the following

$$d = |p_{22} - 2*p_{12} + p_{02}| + |q_{22} - 2*q_{12} + q_{02}| + |p_{25} - 2*p_{15} + p_{05}| + |q_{25} - 2*q_{15} + q_{05}|, \dots \text{(Eq. 1)}$$

where d is a variable and p_{ij} and q_{ij} are pixel values. The location of the pixel values are depicted in FIG. 6. In FIG. 6, two 4x4 coding units are shown. However, the pixel values may be determined from any block size by considering the location of the pixels relative to the block boundary.

Next, the value computed for d is compared to a threshold. If the value d is less than the threshold, the deblocking filter is engaged. If the value d is greater than or equal to the threshold, then no filtering is applied and the deblocked pixels have the same values as the input pixel values. Note that the threshold may be a function of a quantization parameter, and it may be described as $\text{beta}(\text{QP})$. The deblocking decision is made independently for horizontal and vertical boundaries.

If the d value for a boundary results in a decision to deblock, then the process continues to determine the type of filter to apply. The de-blocking operation uses either strong or weak filter types. The choice of filtering strength is based on the previously computed d , $\text{beta}(\text{QP})$ and also additional local differences. This is computed for each line (row or column) of

the de-blocked boundary. For example, for the first row of the pixel locations shown in FIG. 6, the calculation is computed as

$$\text{StrongFilterFlag} = ((d < \text{beta}(\text{QP})) \ \&\& \ (|p_{3i} - p_{0i}| + |q_{0i} - q_{3i}|) < (\beta \gg 3) \ \&\& \ |p_{0i} - q_{0i}| < ((5 * t_c + 1) \gg 1)). \quad \dots \text{ (Eq. 2)}$$

where t_c is a threshold that is typically a function of the quantization parameter, QP.

For the case of luminance samples, if the previously described process results in the decision to de-block a boundary and subsequently to de-block a line (row or column) with a weak filter, then the filtering process may be described as follows. Here, this is described by the filtering process for the boundary between block A and block B in FIG. 6. The process is:

$$\Delta = \text{Clip}(-t_c, t_c, (13 * (q_{0i} - p_{0i}) + 4 * (q_{1i} - p_{1i}) - 5 * (q_{2i} - p_{2i}) + 16) \gg 5)) \quad i = 0, 7$$

$$p_{0i} = \text{Clip}_{0-255}(p_{0i} + \Delta) \quad i = 0, 7$$

$$q_{0i} = \text{Clip}_{0-255}(q_{0i} - \Delta) \quad i = 0, 7$$

$$p_{1i} = \text{Clip}_{0-255}(p_{1i} + \Delta/2) \quad i = 0, 7$$

$$q_{1i} = \text{Clip}_{0-255}(q_{1i} - \Delta/2) \quad i = 0, 7$$

... (Eqs. 3)

where Δ is an offset and $\text{Clip}_{0-255}()$ is an operator that maps the input value to the range [0,255]. In alternative embodiments, the operator may map the input values to alternative ranges, such as [16,235], [0,1023] or other ranges.

For the case of luminance samples, if the previously described process results in the decision to de-block a boundary and subsequently to de-block a line (row or column) with a strong filter, then the filtering process may be described as follows. Here, this is described by the filtering process for the boundary between block A and block B in FIG. 6. The process is:

$$\begin{aligned} p0_i &= \text{Clip}_{0-255}((p2_i + 2*p1_i + 2*p0_i + 2*q0_i + q1_i + 4) \gg 3); i = 0,7 \\ q0_i &= \text{Clip}_{0-255}((p1_i + 2*p0_i + 2*q0_i + 2*q1_i + q2_i + 4) \gg 3); i = 0,7 \\ p1_i &= \text{Clip}_{0-255}((p2_i + p1_i + p0_i + q0_i + 2) \gg 2); i = 0,7 \\ q1_i &= \text{Clip}_{0-255}((p0_i + q0_i + q1_i + q2_i + 2) \gg 2); i = 0,7 \\ p2_i &= \text{Clip}_{0-255}((2*p3_i + 3*p2_i + p1_i + p0_i + q0_i + 4) \gg 3); i = 0,7 \\ q2_i &= \text{Clip}_{0-255}((p0_i + q0_i + q1_i + 3*q2_i + 2*q3_i + 4) \gg 3); i = 0,7 \\ &\dots \text{ (Eqs. 4)} \end{aligned}$$

where $\text{Clip}_{0-255}()$ is an operator that maps the input value to the range [0,255]. In alternative embodiments, the operator may map the input values to alternative ranges, such as [16,235], [0,1023] or other ranges.

For the case of chrominance samples, if the previously described process results in the decision to de-block a boundary, then all lines (row or column) or the chroma component is processed with a weak filtering operation. Here, this is described by the filtering process for the boundary between block A and block B in FIG. 6, where the blocks are now assumed to contain chroma pixel values. The process is:

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$$\Delta = \text{Clip}(-t_c, t_c, (((q_{0i} - p_{0i}) \ll 2) + p_{1i} - q_{1i} + 4) \gg 3) \quad i = 0, 7$$

$$p_{0i} = \text{Clip}_{0-255}(p_{0i} + \Delta) \quad i = 0, 7$$

$$q_{0i} = \text{Clip}_{0-255}(q_{0i} - \Delta) \quad i = 0, 7$$

... (Eqs. 5)

5 where Δ , also referred to as delta in this specification, is an offset and $\text{Clip}_{0-255}()$ is an operator that maps the input value to the range [0,255]. In alternative embodiments, the operator may map the input values to alternative ranges, such as [16,235], [0,1023] or other ranges.

10 The pixel locations within an image frame may be partitioned into two or more sets. When a flag is signaled in the bit-stream, or communicated in any manner, the system enables the processing of the first set of pixel locations without the pixel values at the second set of pixel locations.

15 An example of this partitioning is shown in FIG. 4. In FIG. 4, a block is divided into two sets of pixels. The first set corresponds to the shaded locations; the second set corresponds to the unshaded locations.

20 When this alternative mode is enabled, the system may modify the previous de-blocking operations as follows:

25 First in calculating if a boundary should be de-blocked, the system uses the previously described equations, or other suitable equations. However, for the pixel values corresponding to pixel locations that are not in the first set of pixels, the system may use pixel values that are derived from

the first set of pixel locations. p01, p03, p05, p07, q00, q02, q04, q06 in FIG. 6A and 6B are first set of pixels which are calculated by entropy decoding, inverse transformation and prediction. p00, p02, p04, p06, q01, q03, q05, q07 are second
5 set of pixels which are calculated by such an equation shown in FIG. 3B or FIG. 5,

$$p00 = (p10 + q00) >> 1$$

$$p02 = (p01 + p03) >> 1$$

$$p04 = (p03 + p05) >> 1$$

10 ...

$$q07 = (p07 + q17) >> 1. \quad \dots (\text{Eqs. 6})$$

The Eq.1, Eq 2, Eqs 3, Eqs 4, and Eqs 5 are calculated using these pixel values.

In one embodiment, the system derives the pixel values
15 as a linear summation of neighboring pixel values located in the first set of pixels. In a second embodiment, the system uses bi-linear interpolation of the pixel values located in the first set of pixels. In a preferred embodiment, the system computes the linear average of the pixel value located in the
20 first set of pixels that is above the current pixel location and the pixel value located in the first set of pixels that is below the current pixel location. Please note that the above description assumes that the system is operating on a vertical block boundary (and applying horizontal de-blocking). For the
25 case that the system is operating on a horizontal block

boundary (and applying vertical de-blocking), then the system computes the average of the pixel to the left and right of the current location. In an alternative embodiment, the system may restrict the average calculation to pixel values within the same block. For example, if the pixel value located above a current pixel is not in the same block but the pixel value located below the current pixel is in the same block, then the current pixel is set equal to the pixel value below the current pixel.

Second, in calculating if a boundary should use the strong or weak filter, the system may use the same approach as described above. Namely, the pixels values that do not correspond to the first set of pixels are derived from the first set of pixels. After computing the above decision, the system may use the decision for the processing of the first set of pixels. Decoders processing subsequent sets of pixels use the same decision to process the subsequent sets of pixels.

If the previously described process results in the decision to de-block a boundary and subsequently to de-block a line (row or column) with a weak filter, then the system may use the weak filtering process described above. However, when computing the value for Δ , the system does not use the pixel values that correspond to the set of pixels subsequent to the first set. Instead, the system may derive the pixel values as discussed above. By way of example, the value for Δ is then

applied to the actual pixel values in the first set and the delta value is applied to the actual pixel values in the second set.

If the previously described process results in the
5 decision to de-block a boundary and subsequently to de-block a line (row or column) with a strong filter, then the system may do the following:

In one embodiment, the system may use the equations for the luma strong filter described above. However, for the
10 pixel values not located in the first set of pixel locations, the system may derive the pixel values from the first set of pixel locations as described above. The system then store the results of the filter process for the first set of pixel locations. Subsequently, for decoders generating the subsequent pixel
15 locations as output, the system uses the equations for the luma strong filter described above with the previously computed strong filtered results for the first pixel locations and the reconstructed (not filtered) results for the subsequent pixel locations. The system then applies the filter at the
20 subsequent pixel locations only. The output are filtered first pixel locations corresponding to the first filter operation and filtered subsequent pixel locations corresponding to the additional filter passes.

To summarize, as previously described, the system takes
25 the first pixel values and interpolates the missing pixel vales,

computes the strong filter result for the first pixel values, updates the missing pixel values to be the actual reconstructed values, and computes the strong filter result for the missing pixel locations.

5 In a second embodiment, the system uses the equations for the strong luma filter described above. For the pixel values not located in the first set of pixel locations, the system derives the pixel values from the first set of pixel locations as described above. The system then computes the strong filter result for both the first and subsequent sets of
10 pixel locations using the derived values. Finally, the system computes a weighted average of the reconstructed pixel values at the subsequent locations and the output of the strong filter at the subsequent locations. In one embodiment, the weight is
15 transmitted from the encoder to the decoder. In an alternative embodiment, the weight is fixed.

 If the previously described process results in the decision to de-block a boundary, then the system uses the weak filtering process for chroma as described above. However,
20 when computing the value for Δ , the system does not use the pixel values that correspond to the set of pixels subsequent to the first set. Instead, the system preferably derives the pixel values as in the previously described. By way of example, the value for Δ is then applied to the actual pixel values in the
25 first set and the delta value is applied to the actual pixel

values in the second set.

5 The terms and expressions which have been employed in the foregoing specification are used therein as terms of description and not of limitation, and there is no intention, in the use of such terms and expressions, of excluding equivalents of the features shown and described or portions thereof, it being recognized that the scope of the invention is defined and limited only by the claims which follow.

CLAIMS

1. A video decoder that decodes video comprising:

(a) an entropy decoder that decodes a bitstream
5 defining said video having data representative of a low
resolution data set and a high resolution data set;

(b) an inverse transformation that transforms said
decoded bitstream;

(c) a predictor that selectively performs an intra-
10 prediction and a motion compensated prediction based on
said decoded bitstream for only said low resolution data set
when operating in a low resolution mode;

(d) a buffer comprising compressed image data used
for said motion compensated prediction;

15 (e) a combiner forming a reconstructed image data
based upon said predicted data and said transformed
bitstream;

(f) a de-blocking module that selectively de-blocks
said reconstructed image data by making de-blocking
20 decisions based upon data at said low resolution pixel
positions and not at said high resolution pixel positions;

(g) said de-blocking module using only the
reconstructed image data at said low-resolution pixel
positions for deblocking said reconstructed image data at said
25 low resolution pixel position.

2. The decoder of claim 1 wherein compressed image data includes low resolution data used for predicting a low resolution data set.

5

3. The decoder of claim 1 wherein said inverse transformation operates only at low resolution pixel positions from said bit stream when operating in said low resolution mode.

10

4. The decoder of claim 1 wherein said predicted data and said transformed bitstream are added together.

5. The decoder of claim 1 wherein said predictor operates only at low resolution pixel positions when operating in said low resolution mode.

15

6. The decoder of claim 1 wherein said de-blocking module is enabled when a flag is signed in said bitstream.

20

7. The decoder of claim 1 wherein said buffer comprising compressed image data used for said motion compensated prediction, including low-resolution data and high-resolution data, where said predictor predicts both a low-resolution data set and a high-resolution data set based

25

upon said low resolution data using high-resolution prediction information decoded from said bitstream without using said high resolution data.

5 8. A video decoder that decodes video comprising:

 (a) an entropy decoder that decodes a bitstream defining said video having data representative of a low resolution data set and a high resolution data set;

 (b) an inverse transformation that transforms said
10 decoded bitstream;

 (c) a predictor that selectively performs an intra-prediction and a motion compensated prediction based on said decoded bitstream for only said low resolution data set when operating in a high resolution mode;

15 (d) a buffer comprising compressed image data used for said motion compensated prediction;

 (e) a combiner forming a reconstructed image data based upon said predicted data and said transformed bitstream;

20 (f) a de-blocking module that selectively de-blocks said reconstructed image data by making de-blocking decisions based upon data at said low resolution pixel positions and not at said high resolution pixel positions;

 (g) a de-blocking module that selectively de-blocks
25 said reconstructed image data by making de-blocking

decisions based upon data at said low resolution pixel positions and not at said high resolution pixel positions;

(h) said deblocking module using the reconstructed image data at said high resolution pixel position for deblocking said reconstructed image data at said high resolution pixel positions in a manner dependent on said reconstructed image data at said low resolution pixel positions.

9. The decoder of claim 8 wherein said buffer comprising compressed image data used for said motion compensated prediction, including low-resolution data and high-resolution data, where said predictor predicts both a low-resolution data set and a high-resolution data set based upon said low resolution data using high-resolution prediction information decoded from said bitstream without using said high resolution data.

10. The decoder of claim 8 wherein said deblocking is enabled based upon receiving a flag in said bistream.

11. A video decoder that decodes video from a bitstream comprising:

(a) an entropy decoder that decodes a bitstream of said video;

(b) an inverse transformation that transforms said decoded bitstream;

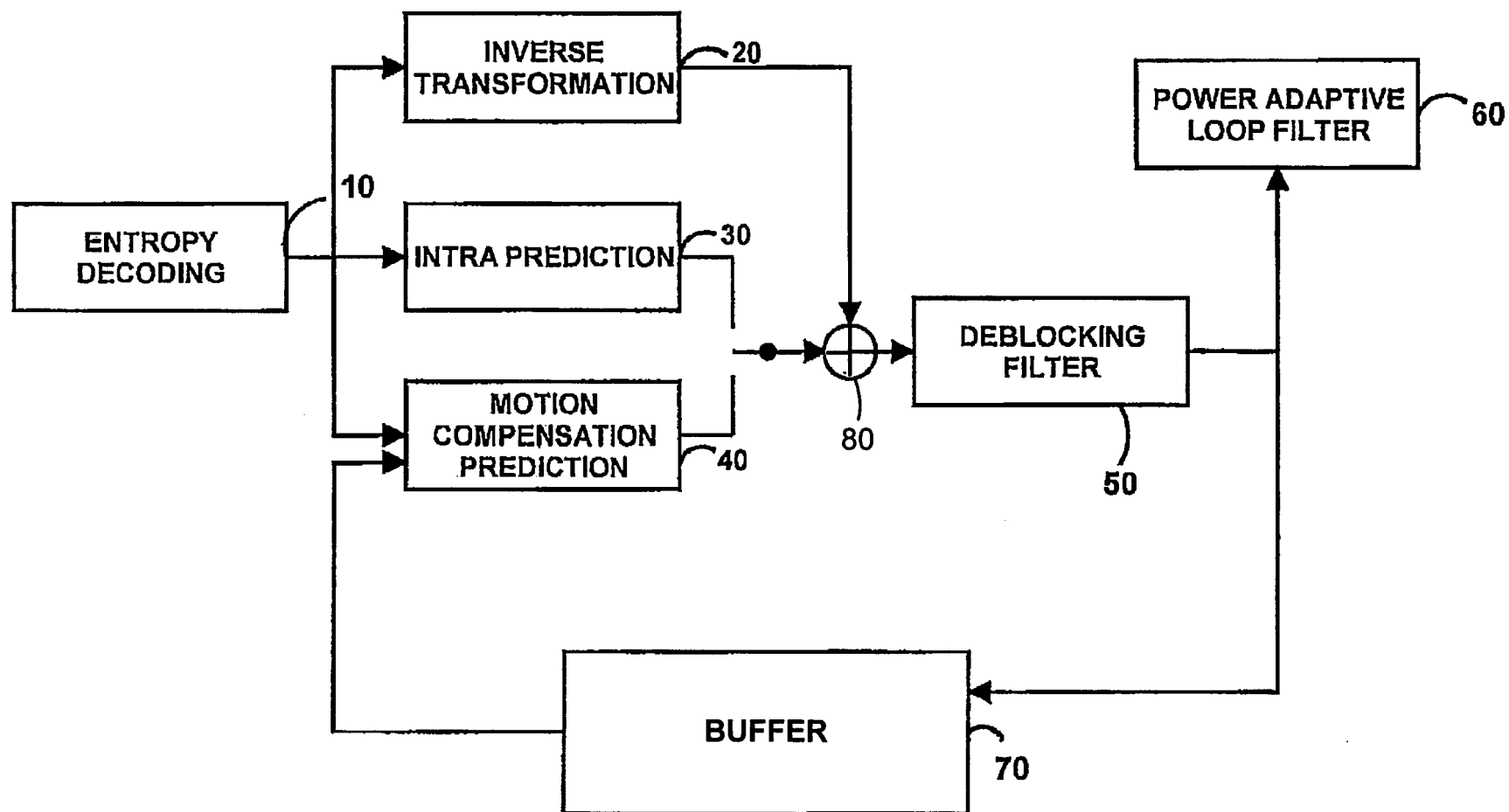
(c) a predictor that selectively performs an intra-prediction and a motion compensated prediction based on
5 said decoded bitstream;

(d) a buffer comprising compressed image data used for said motion compensated prediction having a low resolution data set and a high resolution data set that is determined based upon said low resolution data set;

10 (e) wherein said decoder receives a flag in said bitstream indicating a option to decode said bitstream at a low resolution mode or a high resolution mode, from which said decoder selects one of said low resolution mode and said high resolution mode;

15 (f) wherein said decoder does not receive said flag in said bitstream and as a result said decoder selects said high resolution mode.

FIG. 1



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FIG. 2

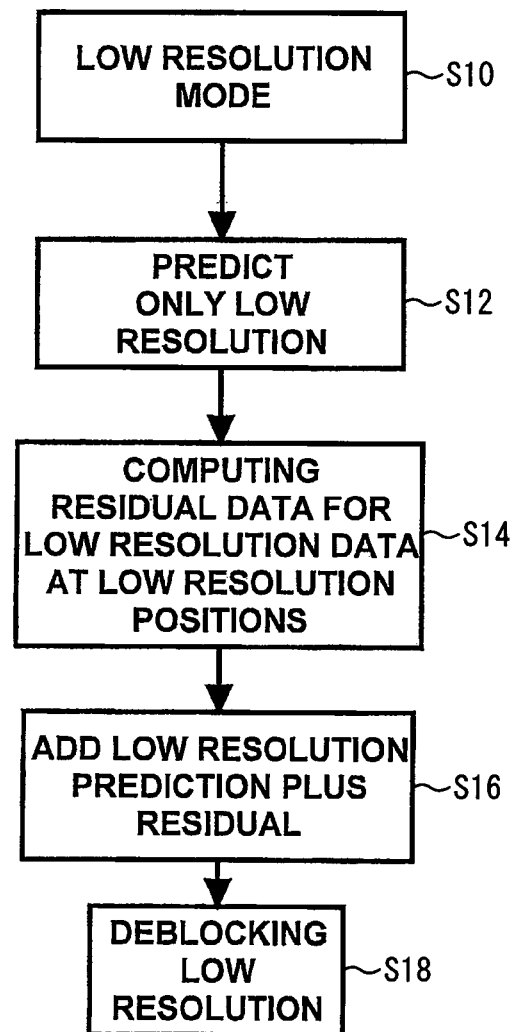


FIG. 3A

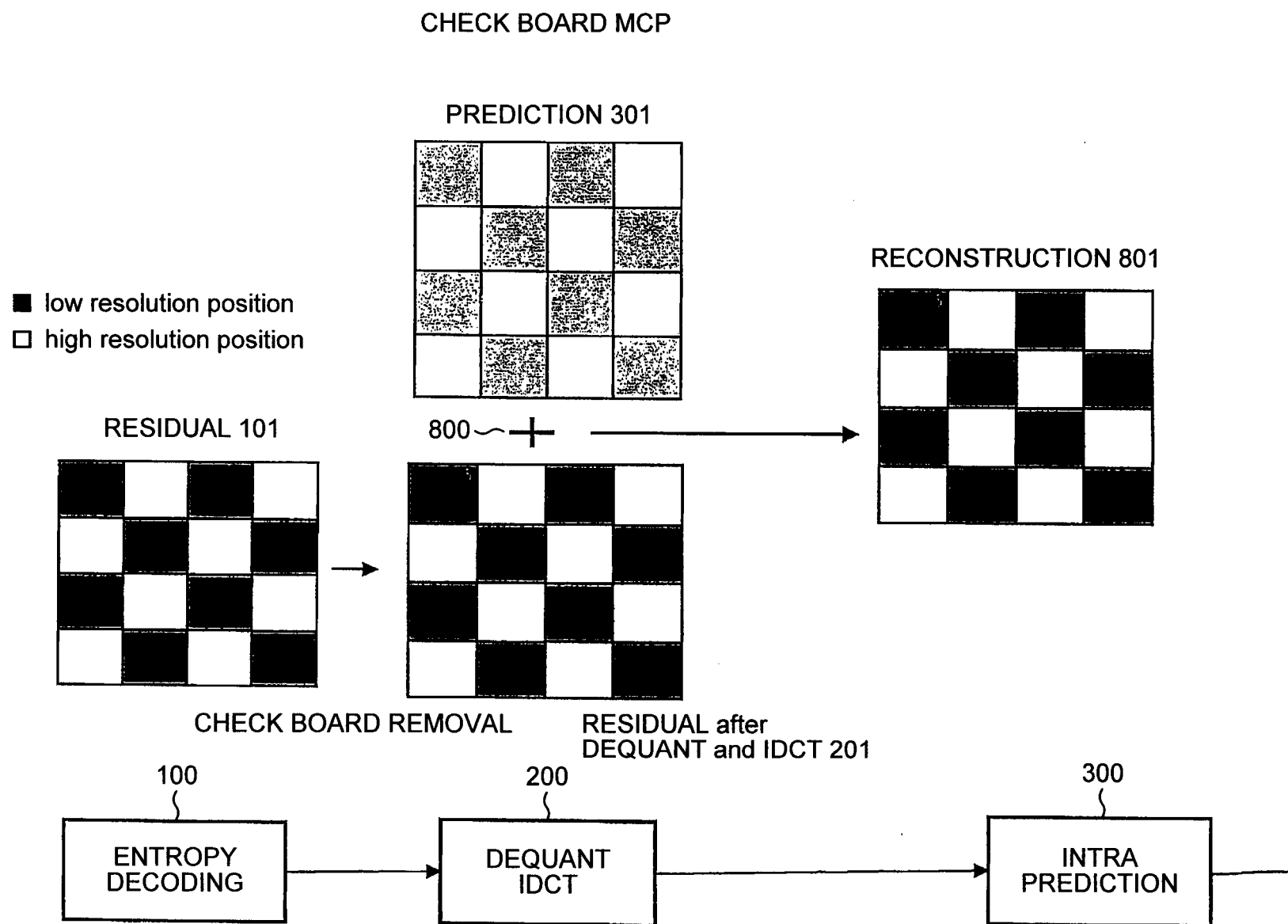
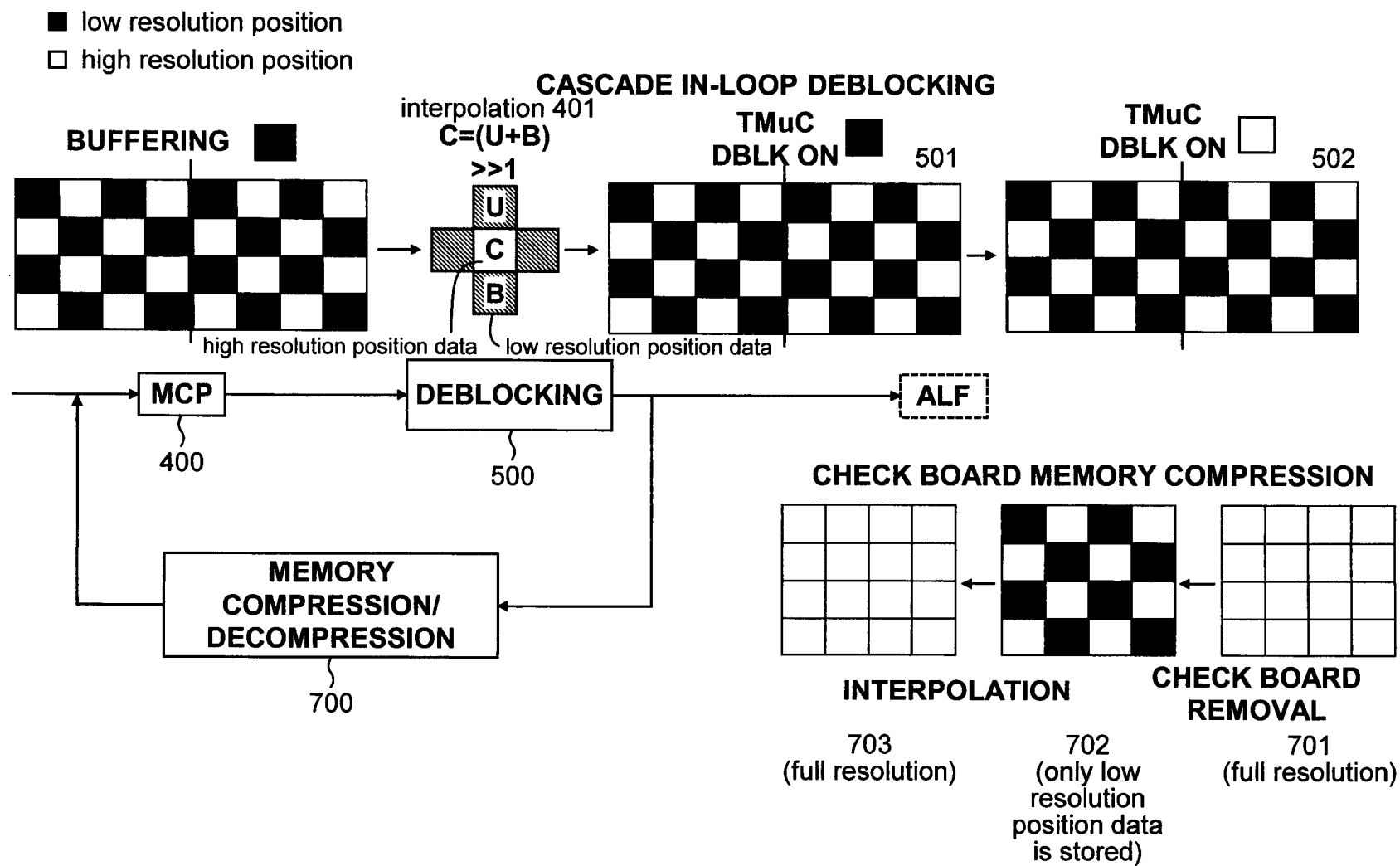
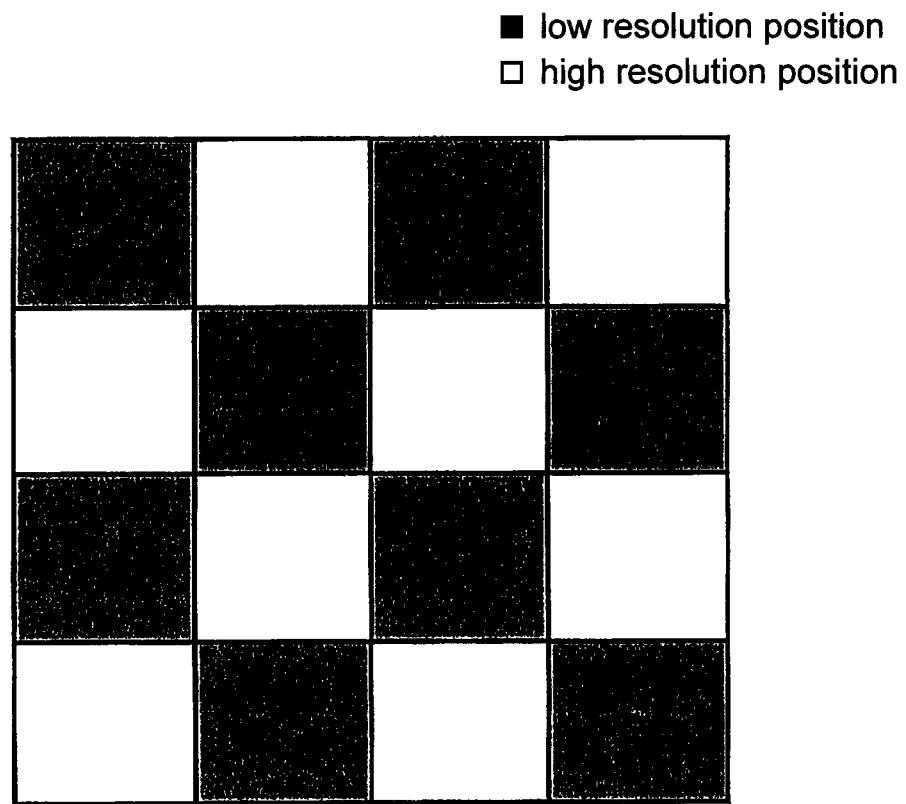


FIG. 3B



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FIG. 4



**SAMPLING STRUCTURE OF THE FRAME BUFFER
COMPRESSION ALGORITHM**

FIG. 5

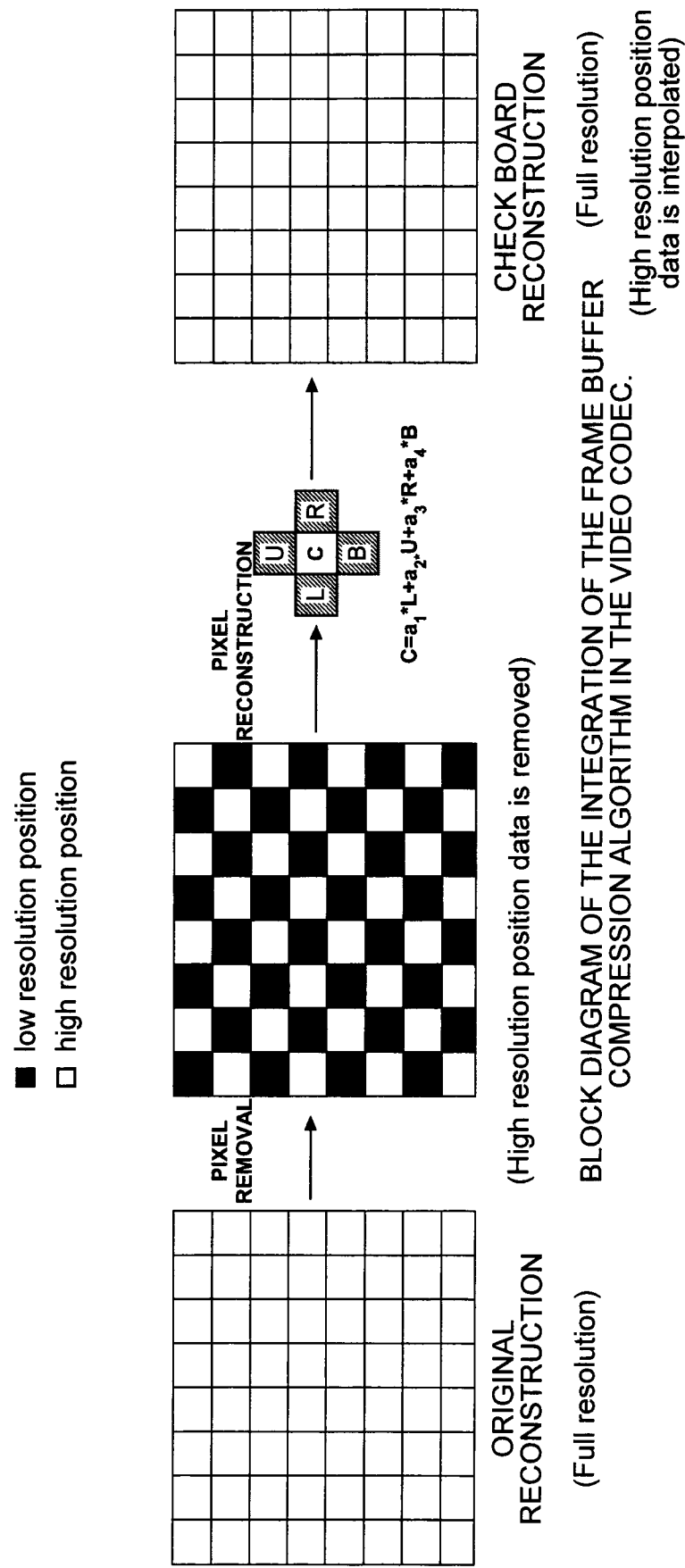


FIG. 6A

A				B			
p3 ₀	p2 ₀	p1 ₀	p0 ₀	q0 ₀	q1 ₀	q2 ₀	q3 ₀
p3 ₁	p2 ₁	p1 ₁	p0 ₁	q0 ₁	q1 ₁	q2 ₁	q3 ₁
p3 ₂	p2 ₂	p1 ₂	p0 ₂	q0 ₂	q1 ₂	q2 ₂	q3 ₂
p3 ₃	p2 ₃	p1 ₃	p0 ₃	q0 ₃	q1 ₃	q2 ₃	q3 ₃
p3 ₄	p2 ₄	p1 ₄	p0 ₄	q0 ₄	q1 ₄	q2 ₄	q3 ₄
p3 ₅	p2 ₅	p1 ₅	p0 ₅	q0 ₅	q1 ₅	q2 ₅	q3 ₅
p3 ₆	p2 ₆	p1 ₆	p0 ₆	q0 ₆	q1 ₆	q2 ₆	q3 ₆
p3 ₇	p2 ₇	p1 ₇	p0 ₇	q0 ₇	q1 ₇	q2 ₇	q3 ₇

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FIG. 6B

■ low resolution position
□ high resolution position

p3 ₀	p2 ₀	p1 ₀	p0 ₀	q0 ₀	q1 ₀	q2 ₀	q3 ₀
p3 ₁	p2 ₁	p1 ₁	p0 ₁	q0 ₁	q1 ₁	q2 ₁	q3 ₁
p3 ₂	p2 ₂	p1 ₂	p0 ₂	q0 ₂	q1 ₂	q2 ₂	q3 ₂
p3 ₃	p2 ₃	p1 ₃	p0 ₃	q0 ₃	q1 ₃	q2 ₃	q3 ₃
p3 ₄	p2 ₄	p1 ₄	p0 ₄	q0 ₄	q1 ₄	q2 ₄	q3 ₄
p3 ₅	p2 ₅	p1 ₅	p0 ₅	q0 ₅	q1 ₅	q2 ₅	q3 ₅
p3 ₆	p2 ₆	p1 ₆	p0 ₆	q0 ₆	q1 ₆	q2 ₆	q3 ₆
p3 ₇	p2 ₇	p1 ₇	p0 ₇	q0 ₇	q1 ₇	q2 ₇	q3 ₇

INTERNATIONAL SEARCH REPORT

International application No.

PCT/JP2011/066638

A. CLASSIFICATION OF SUBJECT MATTER

Int.Cl. H04N7/32 (2006.01) i

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

Int.Cl. H04N7/26-7/68

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Published examined utility model applications of Japan 1922-1996
 Published unexamined utility model applications of Japan 1971-2011
 Registered utility model specifications of Japan 1996-2011
 Published registered utility model applications of Japan 1994-2011

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	JP 2007-221697 A (HITACHI, LTD.) 2007.08.30, [0057]-[0070], Fig.1 (No Family)	1-10
A	WO 2005/088983 A2 (KONINKLIJKE PHILIPS ELECTRONICS N.V.) 2005.09.22, page 5 line 18 - page 9 line 4, Fig.1-5 & JP 2007-529178 A & US 2007/0195882 A1 & EP 1728393 A & CN 101208954 A & CN 101924945 A	1-10
A	JP 11-146399 A (SANYO Electric Co., Ltd.) 1999.05.28, [0019] - [0025], Fig.1-4 (No Family)	1-10
A	EP 794675 A2 (KOKUSAI DENSHIN DENWA KABUSHIKI KAISHA) 1997.09.10, column 3 line 7 - column 5 line 54, Fig.1-7 & JP 9-247673 A & US 6243421 B1	1-10



Further documents are listed in the continuation of Box C.



See patent family annex.

* Special categories of cited documents:

“A” document defining the general state of the art which is not considered to be of particular relevance

“E” earlier application or patent but published on or after the international filing date

“L” document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

“O” document referring to an oral disclosure, use, exhibition or other means

“P” document published prior to the international filing date but later than the priority date claimed

“T” later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

“X” document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

“Y” document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

“&” document member of the same patent family

Date of the actual completion of the international search

11.10.2011

Date of mailing of the international search report

25.10.2011

Name and mailing address of the ISA/JP

Japan Patent Office

3-4-3, Kasumigaseki, Chiyoda-ku, Tokyo 100-8915, Japan

Authorized officer

Kenji IWAI

Telephone No. +81-3-3581-1101 Ext. 3541

5C

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INTERNATIONAL SEARCH REPORT

International application No.
PCT/JP2011/066638

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P, X	Zhan Ma and Andrew Segall, System for Graceful Power Degradation, Joint Collaborative Team on Video Coding (JCT-VC) of ITU-T SG16 WP3 and ISO/IEC JTC1/SC29/WG11, JCTVC-B114, 2nd Meeting: Geneva, CH, 2010.07, pp.1-7	1-10

INTERNATIONAL SEARCH REPORT

International application No.

PCT/JP2011/066638

Box No. II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☐ Claims Nos.:
because they relate to subject matter not required to be searched by this Authority, namely:

2. ☐ Claims Nos.:
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:

3. ☐ Claims Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box No. III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

See extra sheet.

1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. ☐ As all searchable claims could be searched without effort justifying additional fees, this Authority did not invite payment of additional fees.
3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:

4. ☒ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:
Claims 1-10

Remark on Protest

- ☐ The additional search fees were accompanied by the applicant's protest and, where applicable, the payment of a protest fee.
- ☐ The additional search fees were accompanied by the applicant's protest but the applicable protest fee was not paid within the time limit specified in the invitation.
- ☐ No protest accompanied the payment of additional search fees.

Claims 1-10, 11 involve a common technical feature, i.e.,
A video decoder that decodes video comprising:
(a) an entropy decoder that decodes a bitstream defining said video;
(b) an inverse transformation that transforms said decoded bitstream;
(c) a predictor that selectively performs an intra-prediction and a motion compensated prediction based on said decoded bitstream;
(d) a buffer comprising compressed image data used for said motion compensated prediction.

However, the said technical feature doesn't make any contribution over the prior art in light of the content disclosed by D1: JP 2007-221697 A (HITACHI, LTD.) 2007.08.30, [0057]-[0070], Fig.1 and therefore doesn't constitute a special technical feature. In addition, the said claims involve no other same or corresponding special technical features. Thus, there are 2 inventions in the claims of this application.

(Invention 1) claims 1-10

The decoder further comprising,

(e) a combiner forming a reconstructed image data based upon said predicted data and said transformed bitstream;
(f) a de-blocking module that selectively de-blocks said reconstructed image data by making de-blocking decisions based upon data at said low resolution pixel positions and not at said high resolution pixel positions.

(Invention 2) claim 11

The decoder further comprising,

(e) wherein said decoder receives a flag in said bitstream indicating a option to decode said bitstream at a low resolution mode or a high resolution mode, from which said decoder selects one of said low resolution mode and said high resolution mode;
(f) wherein said decoder does not receive said flag in said bitstream and as a result said decoder selects said high resolution mode.