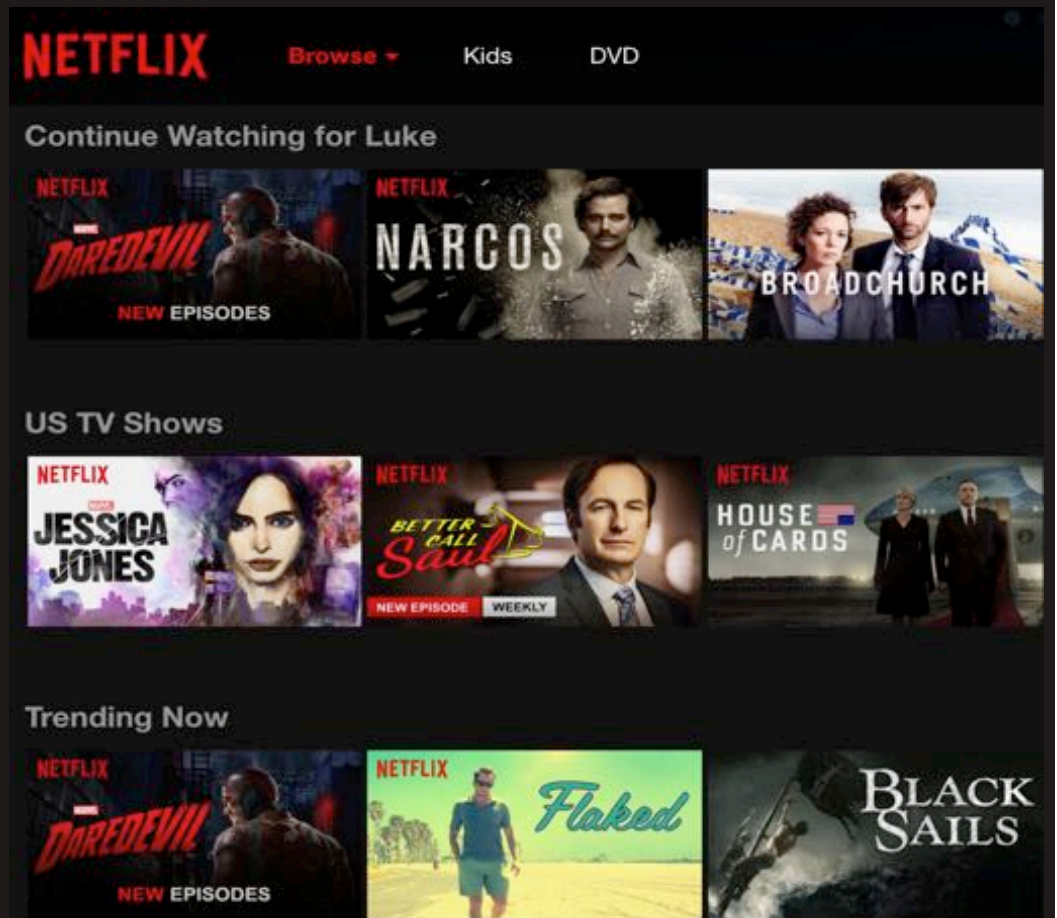


Video codec comparison using the dynamic optimizer framework

Ioannis Katsavounidis &
Liwei Guo
Video Algorithms
Netflix



World's **Leading** Internet Entertainment Service



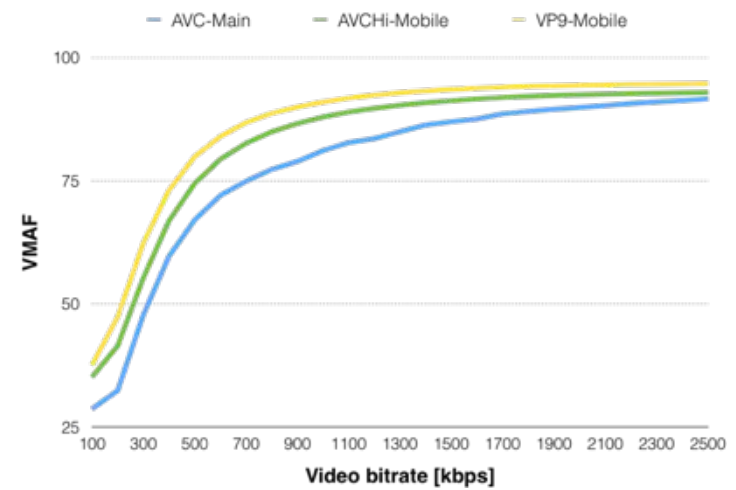
Outline

- Measuring video quality – VMAF
- Dynamic Optimizer framework
- Proposed testing methodology
- Results

Ways to measure video quality



Subjective Assessment



**Automated Assessment
using PSNR, SSIM, or VMAF**



PSNR 37.3 dB



PSNR 32.9 dB

Need a better perceptual metric

- Accurately measures **human perception** of quality
- Consistent across content
- Can be run at scale
- Works well relevant to adaptive streaming
 - Compression artifacts
 - Scaling artifacts

VMAF: Video **M**ultimethod **A**ssessment **F**usion



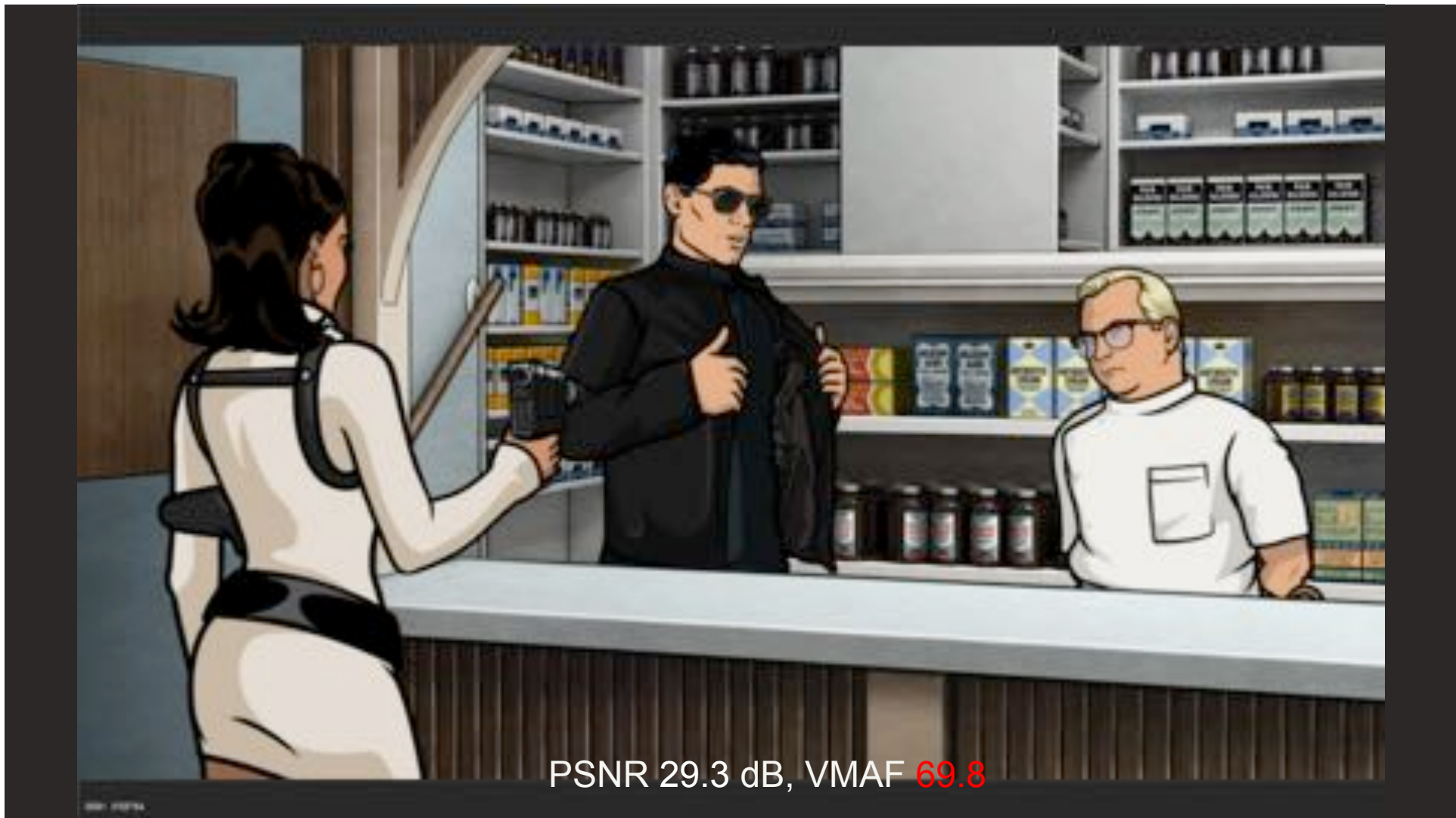
PSNR 37.1 dB, VMAF 71.1



PSNR 32.9 dB, VMAF 70.2



PSNR 29.1 dB, VMAF 20.4



PSNR 29.3 dB, VMAF 69.8

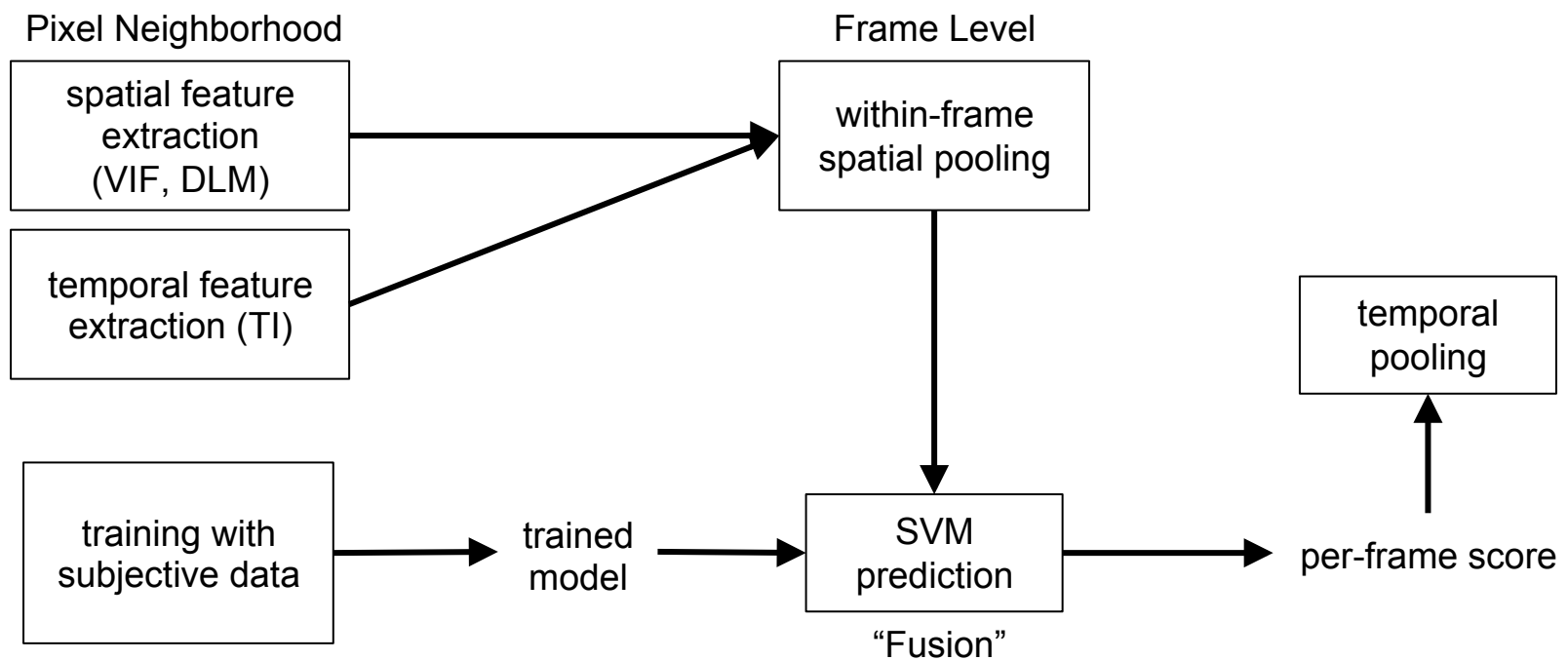
Video Multimethod Assessment Fusion

- Full-reference video quality metric
- Combines multiple elementary quality metrics
 - Visual quality fidelity (VIF*) @ 4 scales
 - Detail loss measure (DLM**)
 - Temporal information (TI) - average pixel difference between adj. frames
- Machine-learning regression to predict a final “fused” score, guided by subjective data

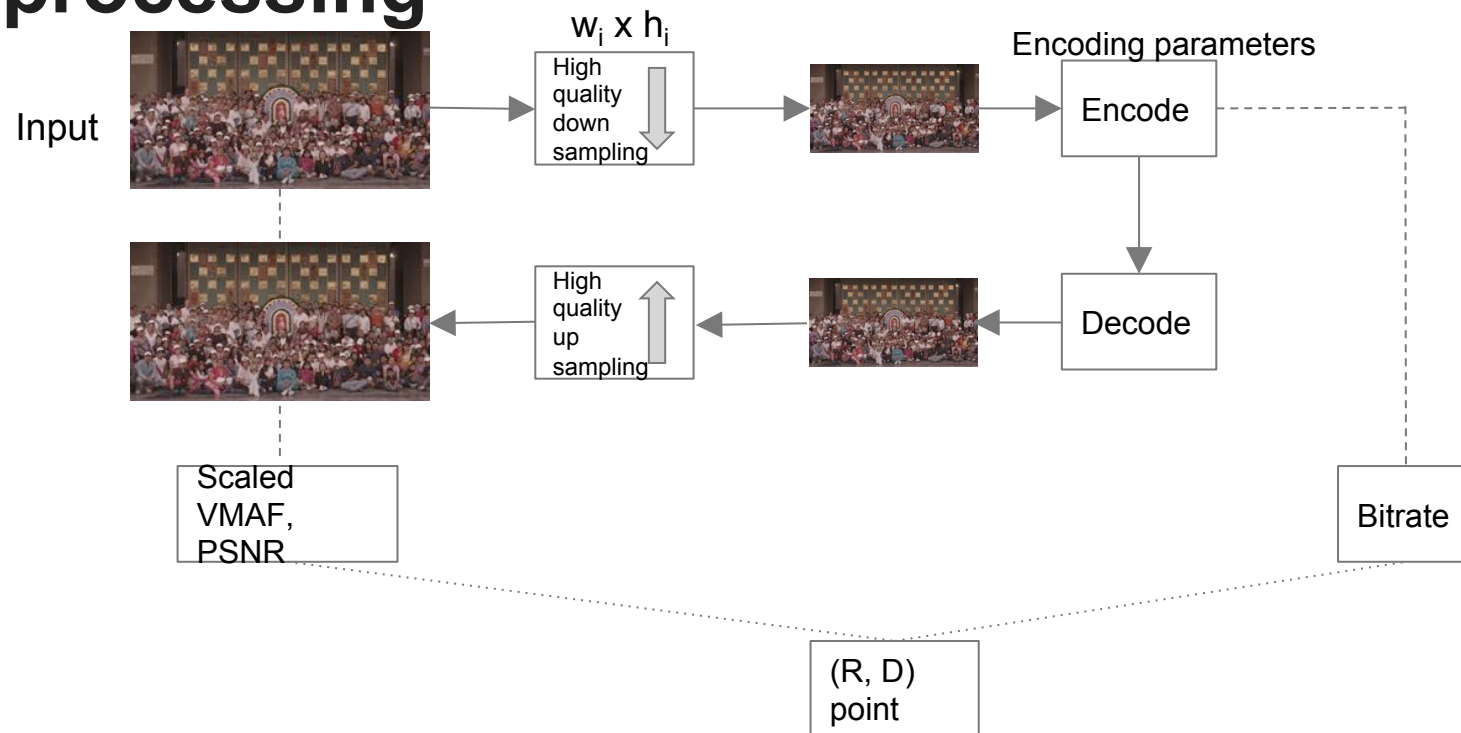
***Visual Information Fidelity** - H. Sheikh and A. Bovik, “Image Information and Visual Quality”.

****Detail Loss Measure** - S. Li, F. Zhang, L. Ma, and K. Ngan, “Image Quality Assessment by Separately Evaluating Detail Losses and Additive Impairments”.

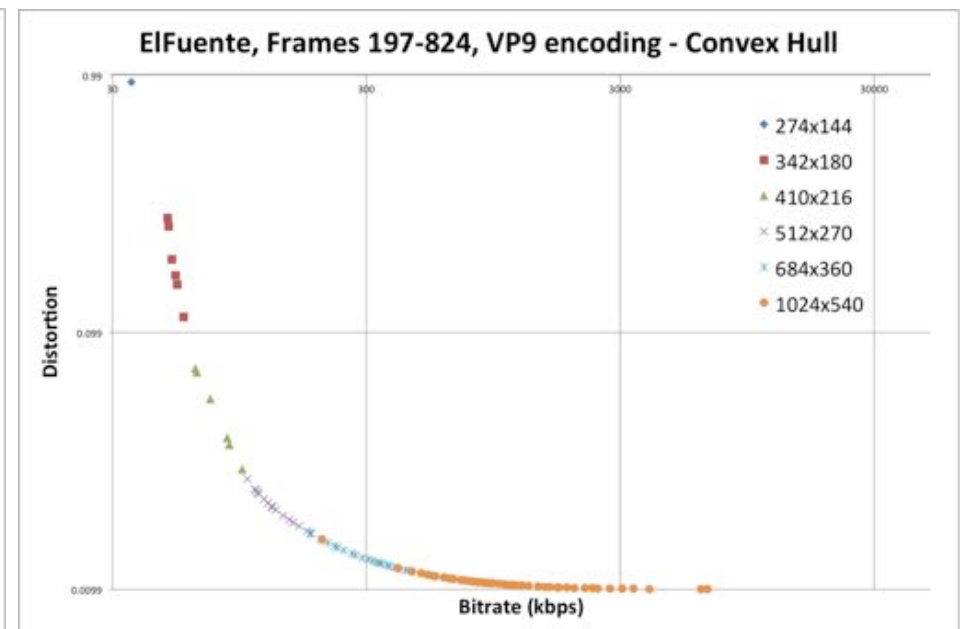
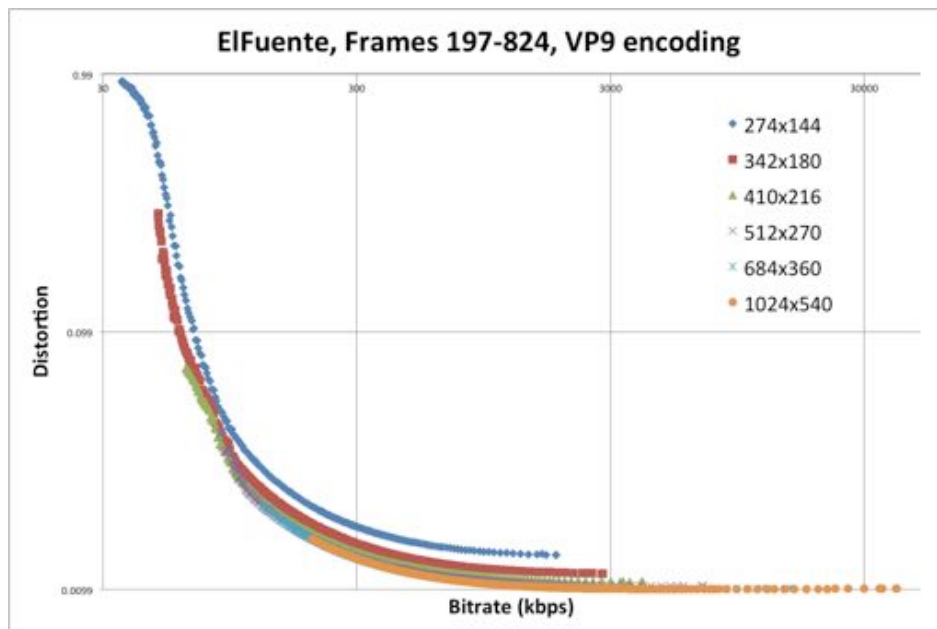
How VMAF works



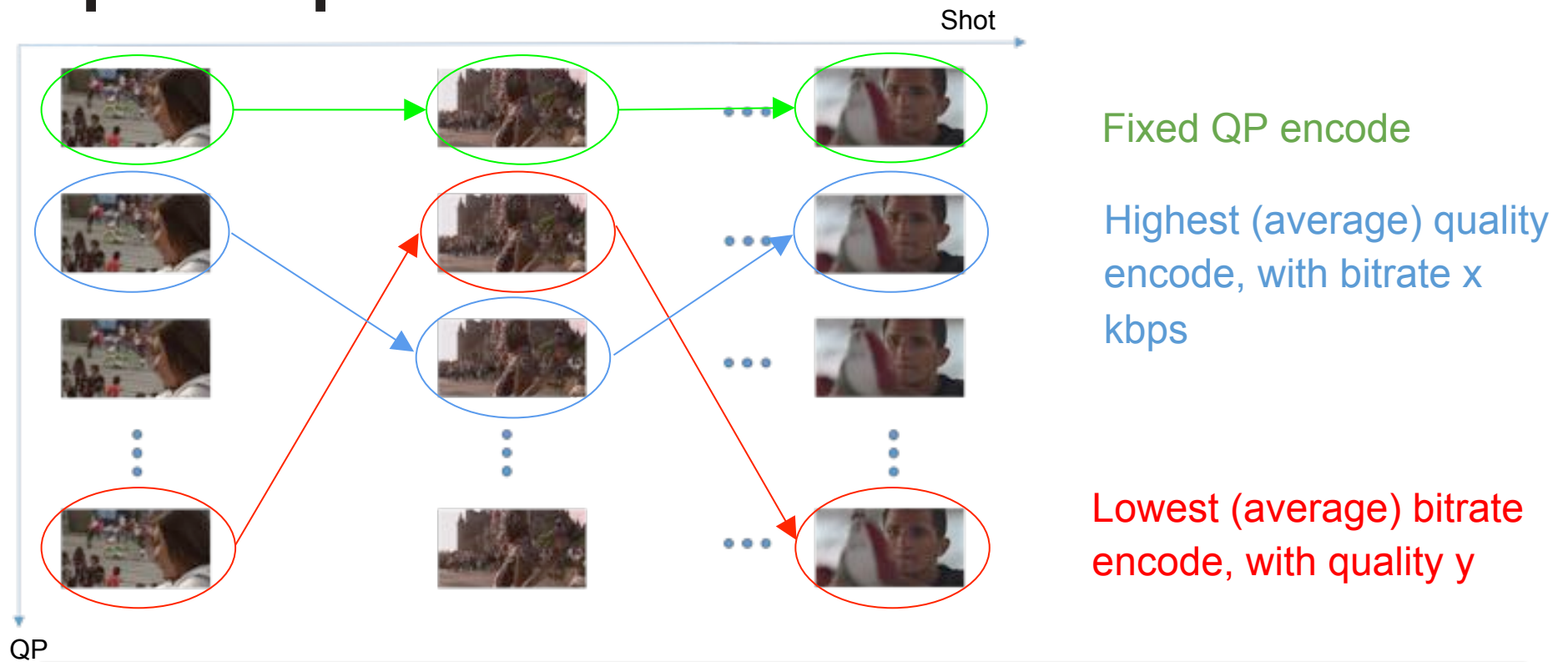
Dynamic Optimizer framework: Single shot processing



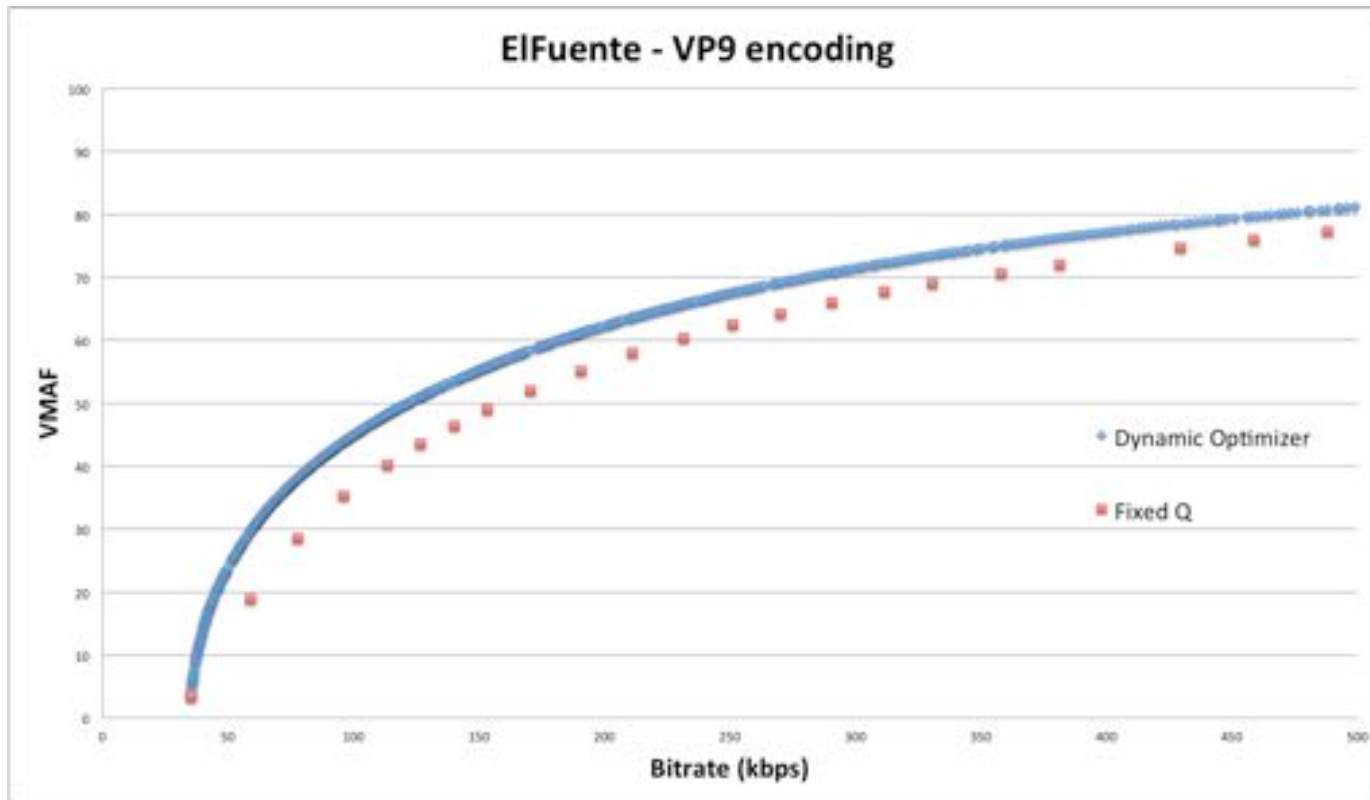
Dynamic Optimizer framework: Convex hull of optimal shot encodes



Dynamic Optimizer framework: Trellis optimal path



Results: DO VP9 vs. Per-Title Optimal QP



Video encoders used

- X264: open-source practical AVC encoder
- x265: open-source practical HEVC encoder
- EVE-VP9: practical VP9 encoder
- All in dual-tuning configuration

settings	x264	x265	EVE-VP9
profile	high	main	profile 0
preset	placebo	placebo	speed 1
number of titles	n/a	1	1
multi-threading	off	off	off
pass	1	1	1
PSNR-tuning	psy-rd=0	psy-rd=0 psy-rdoq=0	tune=psnr
perceptual-tuning	psy-rd=1.00	psy-rd=1.00 psy-rdoq=1.00	tune=visual

Quality metrics used

- TPSNR:

$$PSNR_{true} = 10 \log_{10} \left(\frac{1}{N} \sum_{n=0}^{N-1} 10^{-PSNRY_n} + 0.25 \frac{1}{N} \sum_{n=0}^{N-1} 10^{-PSNRCb_n} + 0.25 \frac{1}{N} \sum_{n=0}^{N-1} 10^{-PSNRCr_n} \right)$$

- CPSNR:

$$PSNR_{classic} = \frac{1}{N} \sum_{n=0}^{N-1} PSNRY_n$$

- LVMAF:

$$VM AF_{linear} = \frac{1}{N} \sum_{n=0}^{N-1} VM AF_n$$

- HVMAF:

$$VM AF_{harmonic} = \frac{N}{\sum_{n=0}^{N-1} \frac{1}{1+VM AF_n}} - 1$$

Proposed codec testing methodology

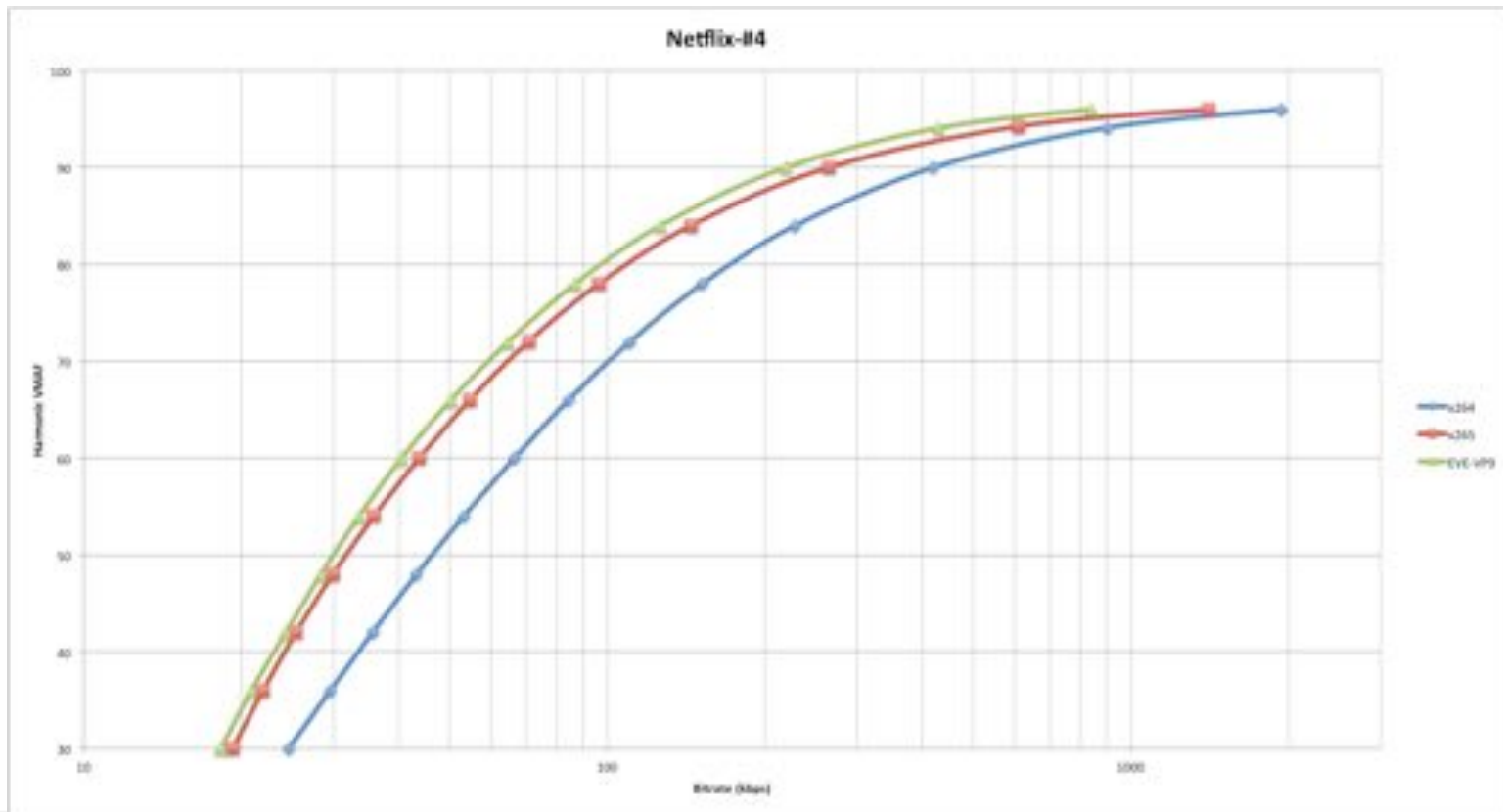
- Use multiple encoding resolutions and QP values for each video sequence
- Use scaled metrics (PSNR, VMAF, ??) to construct R-D convex hull for each shot in a sequence
- Use dynamic optimizer to determine optimal encoding parameters for long sequences
- Use points equally spaced on the quality axis to calculate BD-rate
- Break down quality in ranges, when cross-over of R-D curves among different encoder configurations is observed



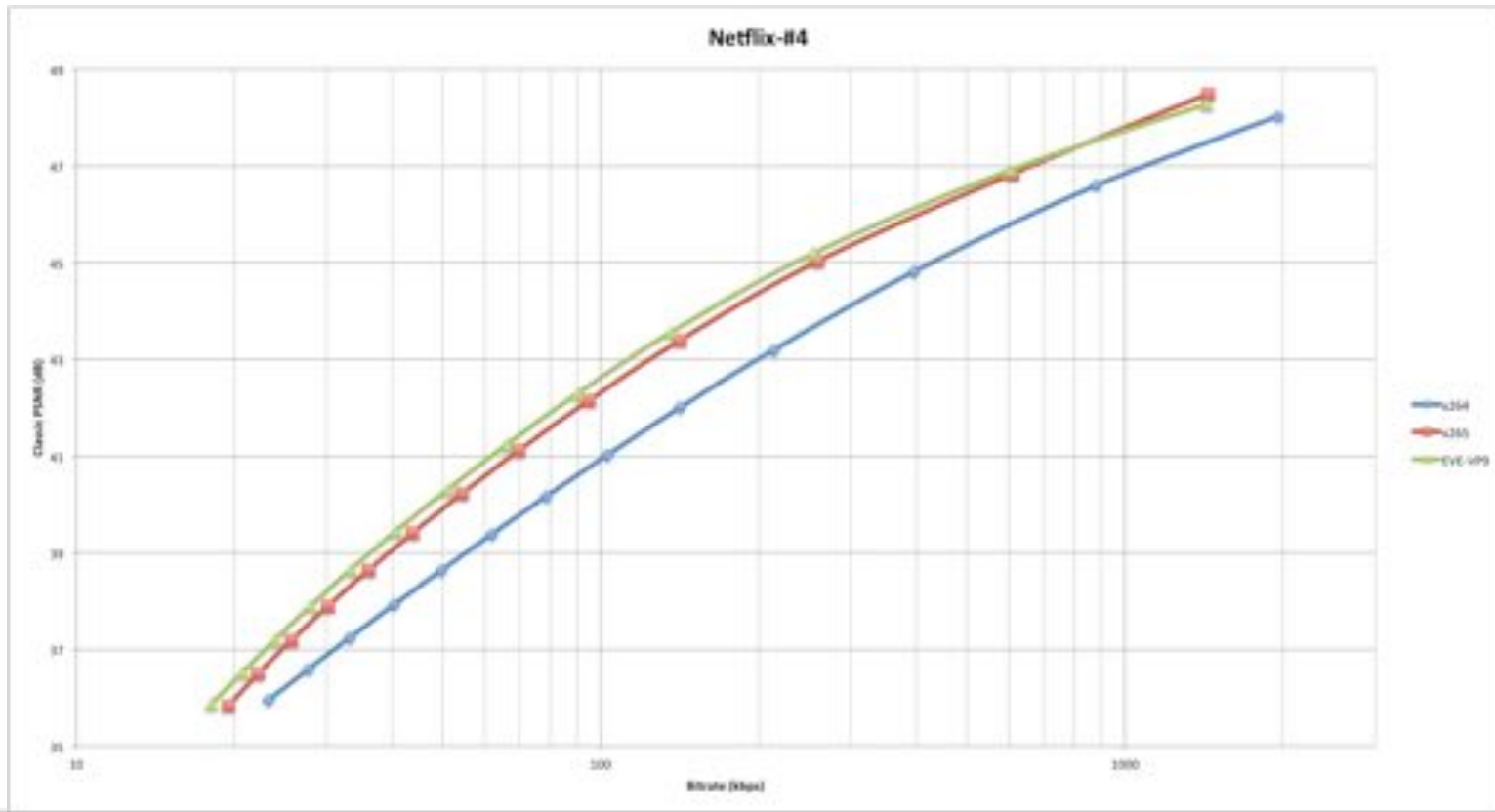
NETFLIX



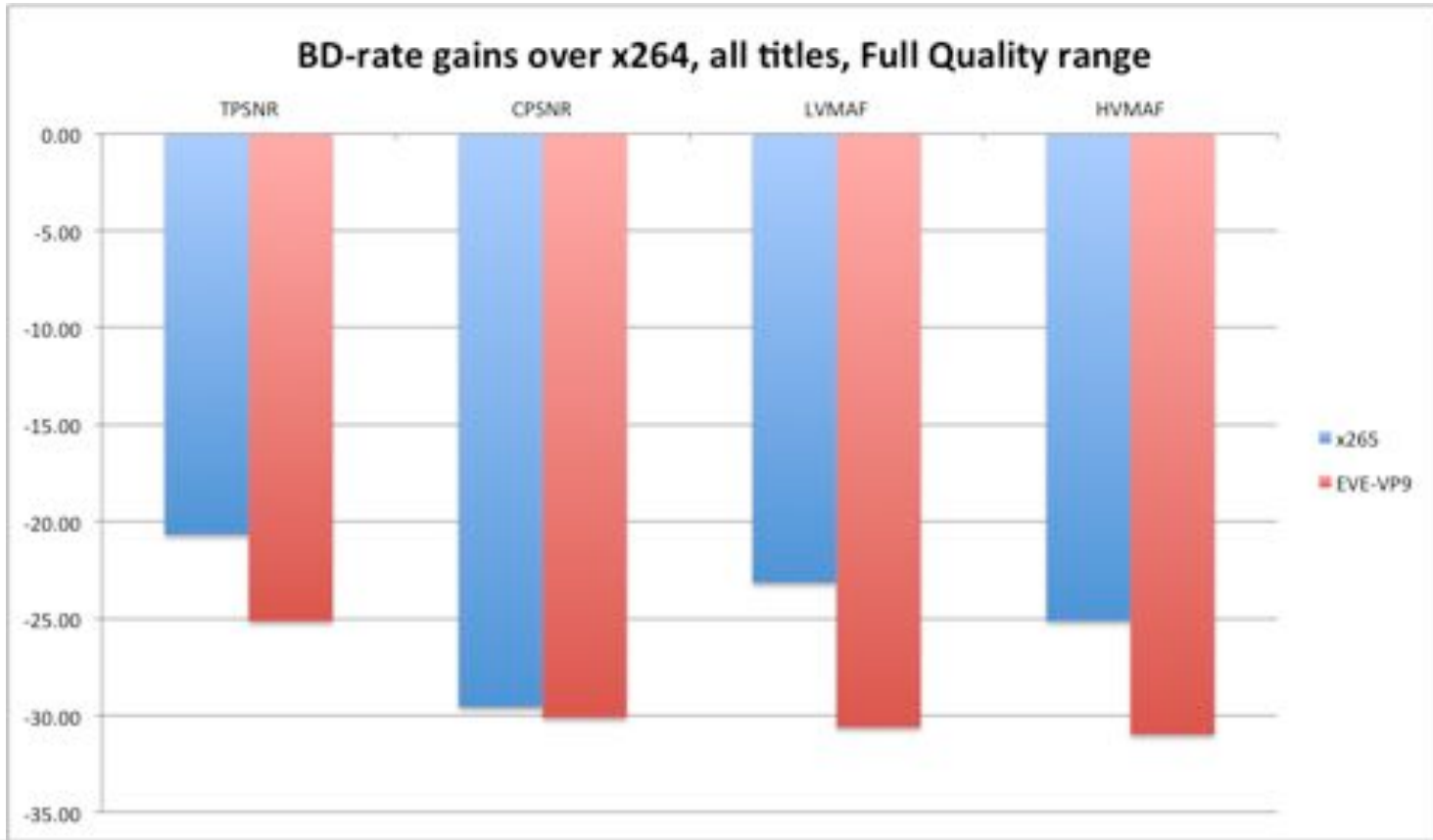
Results - 1



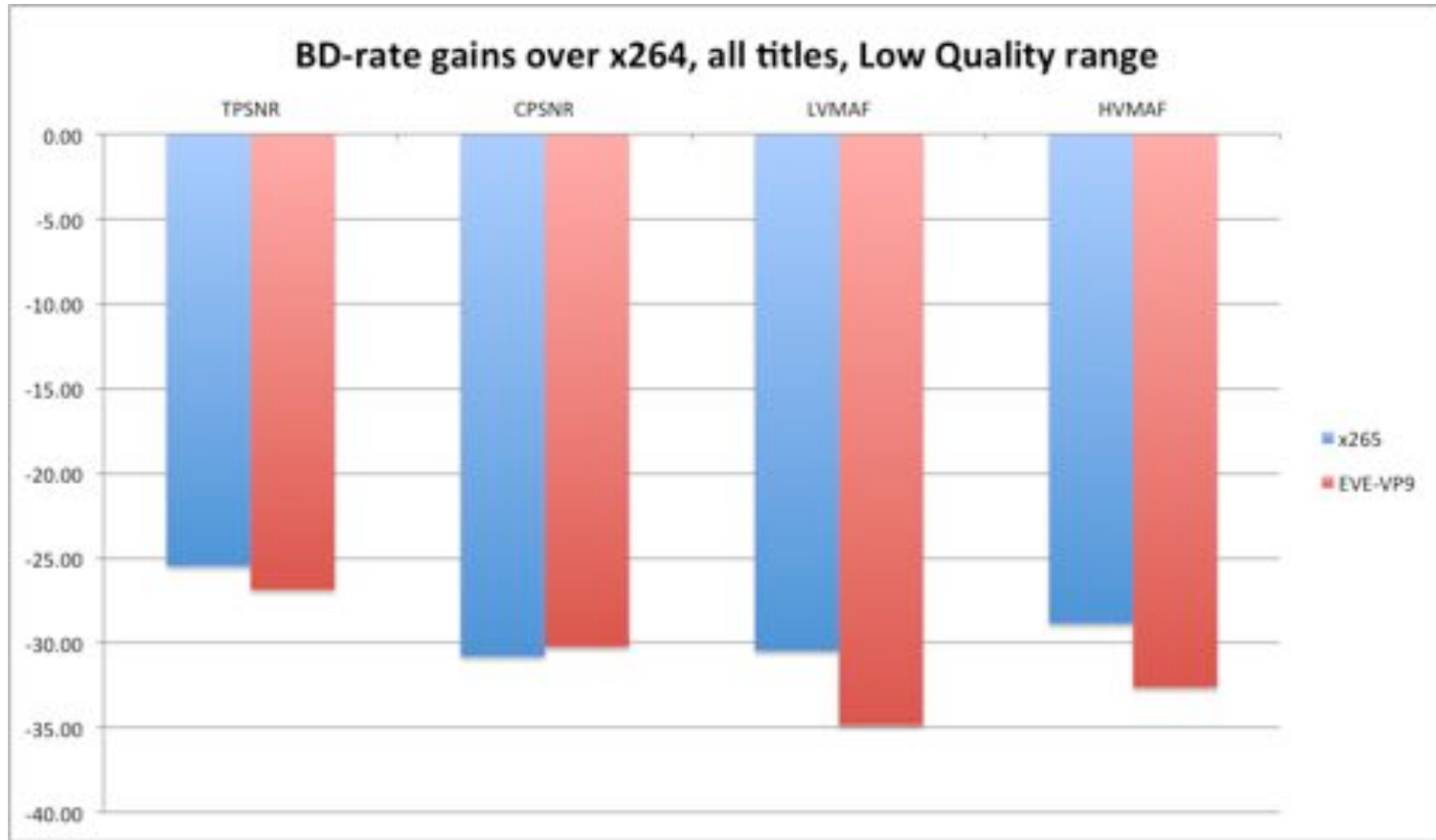
Results - 2



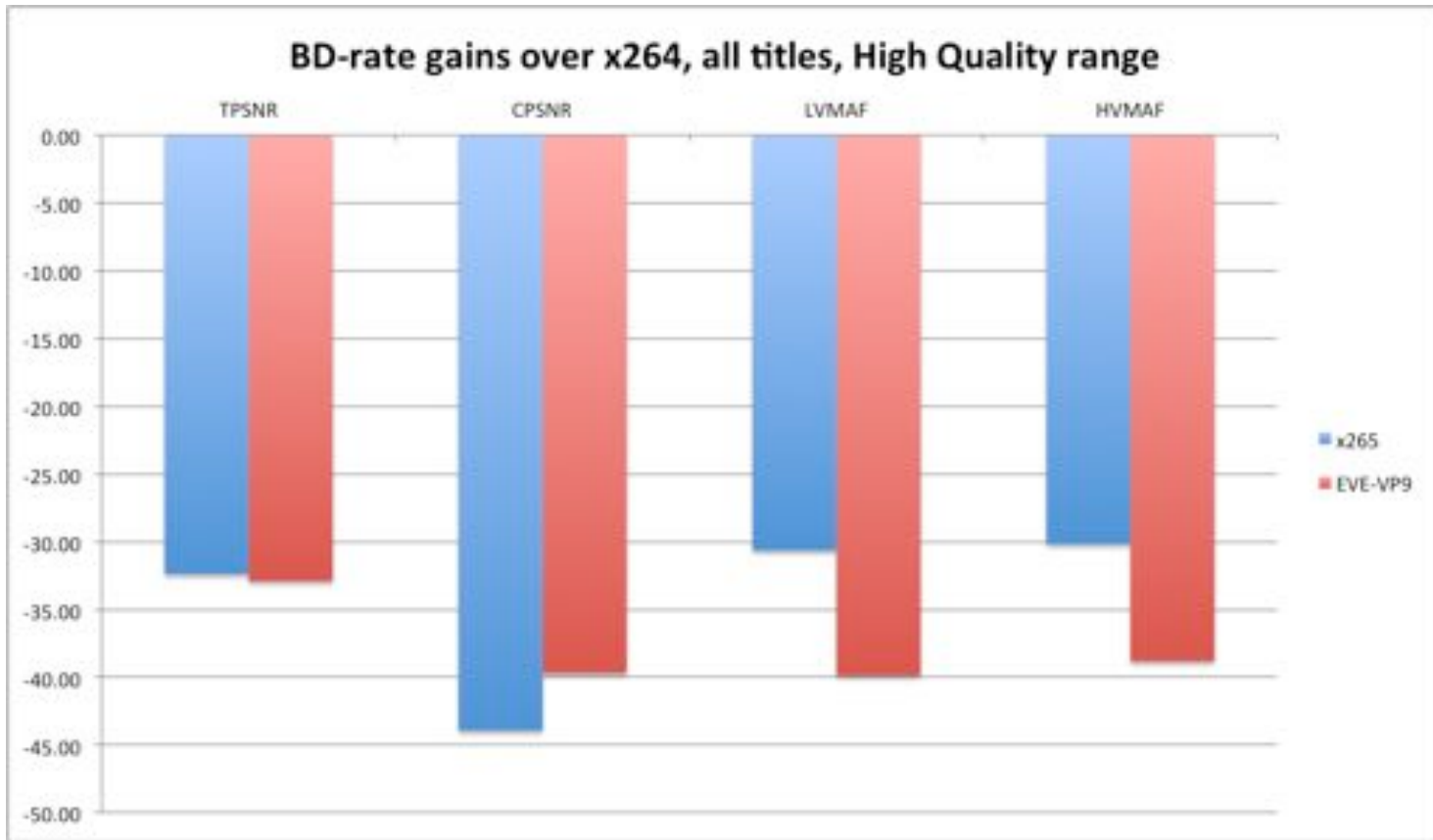
Results - 3



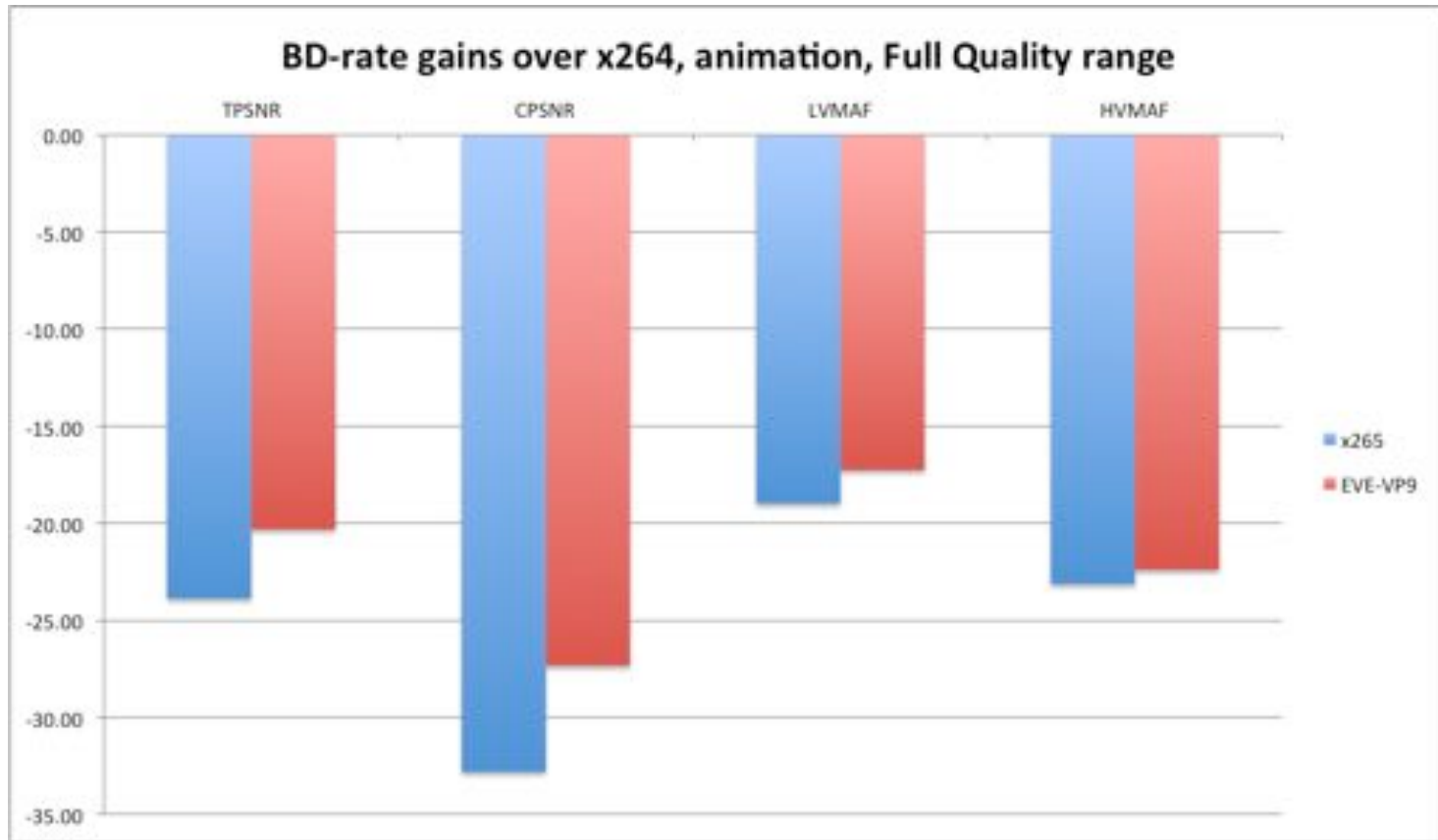
Results - 4



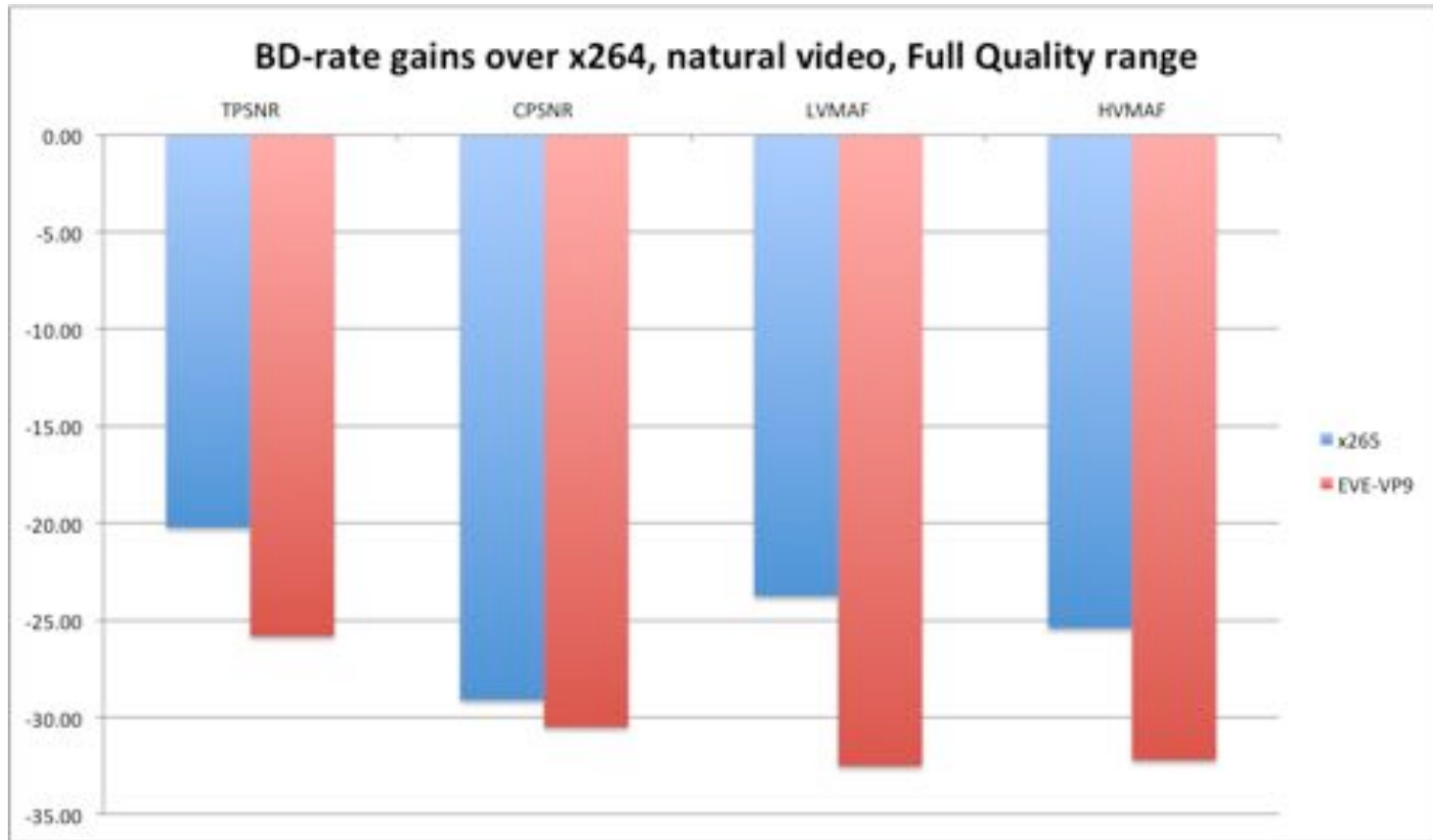
Results - 5



Results - 6



Results - 7



A few facts

- x265 is about 20x slower than x264; EVE-VP9 is about 5x slower
- Test sequences represent about 8 hours of visual content
- Running these experiments took about 3 weeks to conclude
- 10M encodes produces
- 1M CPU hours – using cloud compute resources

Summary

- Scaled objective metrics better reflect adaptive streaming application video quality – VMAF more so than PSNR
- Using convex hull provides relevant QP ranges for each encoding resolution
- Dynamic optimizer offers an upper bound on RD-performance for long sequences
- DO allows for more fair comparison between codecs
- EVE-VP9 outperforms x265 for natural video sequences
- x265 outperforms EVE-VP9 for animation titles, mostly in low quality range



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