

H.264 / MPEG-4 Part 10 White Paper

Reconstruction Filter

1. Introduction

The Joint Video Team (JVT) of ISO/IEC MPEG and ITU-T VCEG are finalising a new standard for the coding (compression) of natural video images. The new standard [1] will be known as H.264 and also MPEG-4 Part 10, "Advanced Video Coding". This document describes the methods of filtering reconstructed blocks in an H.264 CODEC. Note that the H.264 draft standard is not yet finalised and so readers are encouraged to refer to the latest version of the standard.

2. Description of reconstruction filter

A filter is applied to every decoded macroblock in order to reduce blocking distortion. The deblocking filter is applied after the inverse transform in the encoder (before reconstructing and storing the macroblock for future predictions) and in the decoder (before reconstructing and displaying the macroblock). The filter has two benefits: (1) block edges are smoothed, improving the appearance of decoded images (particularly at higher compression ratios) and (2) the filtered macroblock is used for motion-compensated prediction of further frames in the encoder, resulting in a smaller residual after prediction. (Note: intra-coded macroblocks are filtered, but intra prediction is carried out using **unfiltered** reconstructed macroblocks to form the prediction). Picture edges are not filtered.

Filtering is applied to vertical or horizontal edges of 4x4 blocks in a macroblock, in the following order:

1. Filter 4 vertical boundaries of the luma component (in order a,b,c,d in Figure 1)
2. Filter 4 horizontal boundaries of the luma component (in order e,f,g,h, Figure 1)
3. Filter 2 vertical boundaries of each chroma component (i,j)
4. Filter 2 horizontal boundaries of each chroma component (k,l)

Each filtering operation affects up to **three** pixels on either side of the boundary. Figure 2 shows 4 pixels on either side of a vertical or horizontal boundary in adjacent blocks p and q (p0,p1,p2,p3 and q0,q1,q2,q3). Depending on the current quantizer, the coding modes of neighbouring blocks and the gradient of image samples across the boundary, several outcomes are possible, ranging from (a) no pixels are filtered to (b) p0, p1, p2, q0, q1, q2 are filtered to produce output pixels P0, P1, P2, Q0, Q1 and Q2.

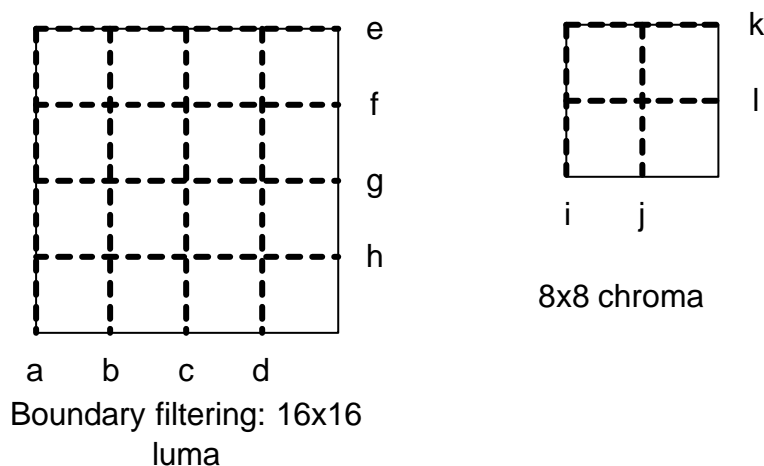


Figure 1 Edge filtering order in a macroblock

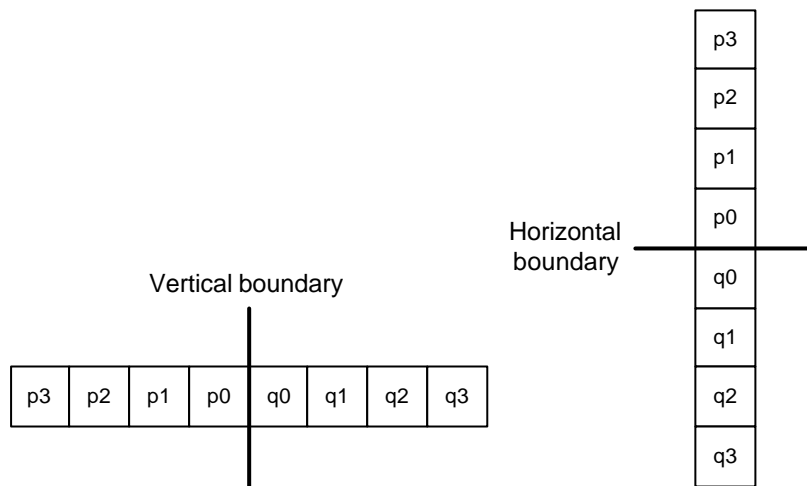


Figure 2 Pixels adjacent to vertical and horizontal boundaries

3. Boundary strength

The choice of filtering outcome depends on the **boundary strength** and on the **gradient** of image samples across the boundary. The boundary strength parameter **Bs** is chosen according to the following rules:

p or q is intra coded and boundary is a macroblock boundary	Bs=4 (strongest filtering)
p or q is intra coded and boundary is not a macroblock boundary	Bs=3
neither p or q is intra coded; p or q contain coded coefficients	Bs=2
neither p or q is intra coded; neither p or q contain coded coefficients; p and q have different reference frames or a different number of reference frames or different motion vector values	Bs=1
neither p or q is intra coded; neither p or q contain coded coefficients; p and q have same reference frame and identical motion vectors	Bs=0 (no filtering)

The filter is “stronger” at places where there is likely to be significant blocking distortion, such as the boundary of an intra coded macroblock or a boundary between blocks that contain coded coefficients.

4. Filter decision

A group of samples from the set (p2,p1,p0,q0,q1,q2) is filtered only if:

- (a) Bs > 0 and
- (b) $|p0-q0|$, $|p1-p0|$ and $|q1-q0|$ are each **less** than a threshold ? or ? (? and ? are defined in the standard [1]).

The thresholds ? and ? increase with the average quantizer parameter QP of the two blocks p and q. The purpose of the filter decision is to “switch off” the filter when there is a significant change (gradient) across the block boundary in the original image. The definition of a significant change depends on QP. When QP is small, anything other than a very small gradient across the boundary is likely to be due to image features (rather than blocking effects) that should be preserved and so the thresholds ? and ? are low. When QP is larger, blocking distortion is likely to be more significant and ? , ? are higher so that more filtering takes place.

5. Filter implementation

(a) $B_s \in \{1, 2, 3\}$:

A 4-tap linear filter is applied with inputs p_1, p_0, q_0 and q_1 , producing filtered outputs P_0 and Q_0 ($0 < B_s < 4$).

In addition, if $|p_2 - p_0|$ is less than threshold τ , a 4-tap linear filter is applied with inputs p_2, p_1, p_0 and q_0 , producing filtered output P_1 . If $|q_2 - q_0|$ is less than threshold τ , a 4-tap linear filter is applied with inputs q_2, q_1, q_0 and p_0 , producing filtered output Q_1 . (p_1 and q_1 are never filtered for chroma, only for luma data).

(b) $B_s = 4$:

If $|p_2 - p_0| < \tau$ and $|p_0 - q_0| < \text{round}(\tau / 4)$:

P_0 is produced by 5-tap filtering of p_2, p_1, p_0, q_0 and q_1

P_1 is produced by 4-tap filtering of p_2, p_1, p_0 and q_0

(Luma only) P_2 is produced by 5-tap filtering of p_3, p_2, p_1, p_0 and q_0 .

else:

P_0 is produced by 3-tap filtering of p_1, p_0 and q_1 .

If $|q_2 - q_0| < \tau$ and $|p_0 - q_0| < \text{round}(\tau / 4)$:

Q_0 is produced by 5-tap filtering of q_2, q_1, q_0, p_0 and p_1

Q_1 is produced by 4-tap filtering of q_2, q_1, q_0 and p_0

(Luma only) Q_2 is produced by 5-tap filtering of q_3, q_2, q_1, q_0 and p_0 .

else:

Q_0 is produced by 3-tap filtering of q_1, q_0 and p_1 .

6. Filtering example

A QCIF video clip is encoded using the AVC reference software with a fixed Quantization Parameter of 32. Figure 3 shows an original frame from the clip; Figure 4 shows the same frame after inter coding and reconstruction, with the loop filter disabled. With the loop filter enabled (Figure 5) the appearance is considerably better; there is still some distortion but most of the block edges have disappeared or faded. Note that sharp contrast boundaries tend to be preserved by the filter whilst block edges in smoother regions of the picture are smoothed.

Figure 6 shows a decoded frame with a higher QP of 36 and with the loop filter disabled (note the increased blocking artefacts) and Figure 7 shows the same frame with the loop filter enabled.



Figure 3 Original frame



Figure 4 Reconstructed, QP=32 (no filter)



Figure 5 Reconstructed, QP=32 (with filter)



Figure 6 Reconstructed, QP=36 (no filter)



Figure 7 Reconstructed, QP=36 (with filter)

7. References

1 ITU-T Rec. H.264 / ISO/IEC 11496-10, “Advanced Video Coding”, Final Committee Draft, Document JVT - G050, March 2003