

# The **AV** Constrained Directional Enhancement Filter (CDEF)

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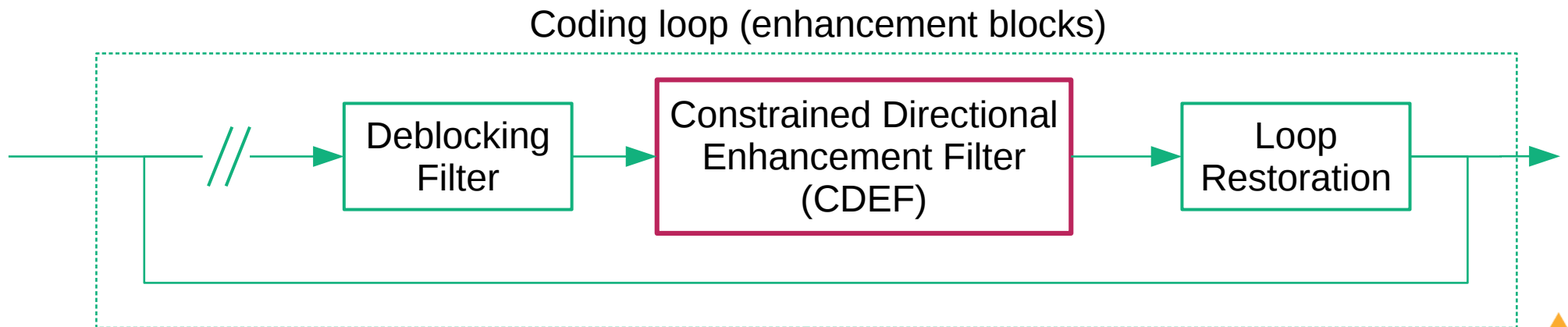
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Mozilla

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# The AV1 Video Codec

- Royalty-free licensing
- Created by the Alliance for Open Media
- Officially released March 28<sup>th</sup> 2018
- Based on VP9 (Google) with technology from Thor (Cisco) and Daala (Mozilla)



# CDEF Overview

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- Applied after deblocking filter, in coding loop
- Reduces ringing (and other) artifacts
- Low hardware and software complexity
- Main ideas
  - Non-linear filter
  - Direction search
  - Direction-adaptive taps
  - Applied to both luma and chroma

# Non-Linear Filter

- Blurs ringing while preserving edges
  - Behaves like an FIR at low contrast
  - Ignores large contrasts (edges)
- Fully vectorizable, no division

$$y(i) = x(i) + \sum_m w_k f(x(i+m) - x(i), S, D)$$

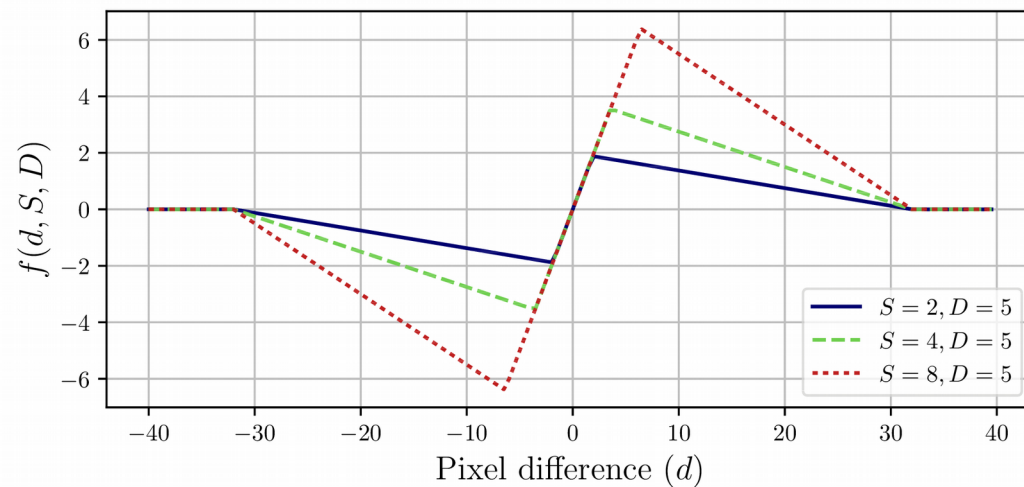
Diagram illustrating the components of the non-linear filter equation:

- Output value:  $y(i)$
- Center value:  $x(i)$
- Weight:  $w_k$
- Non-linear function:  $f$
- Pixel difference:  $x(i+m) - x(i)$
- Filter parameters:  $S, D$

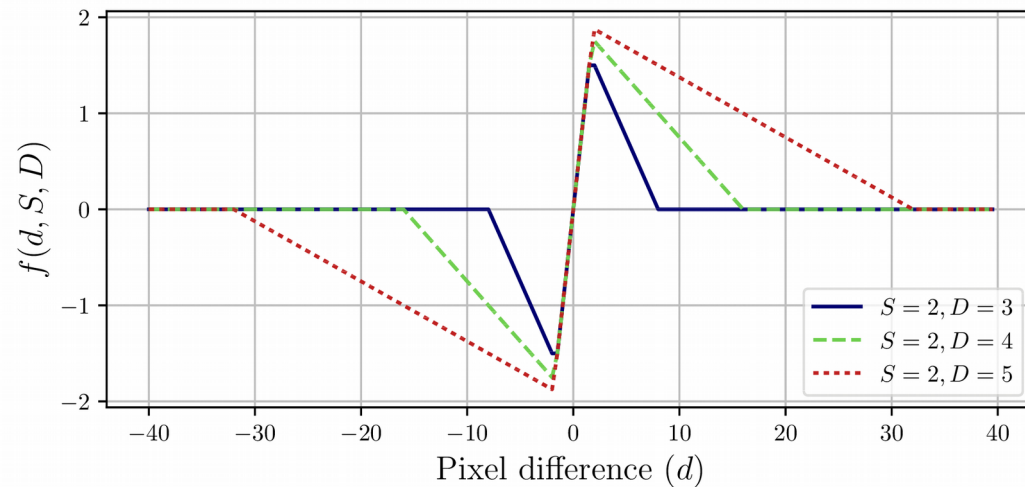
# Constraint Function

- Parameterized by strength and damping
  - Trade-off between ringing removal and blurring
  - Typically use higher strength at lower bitrate

Strength: end of linear region

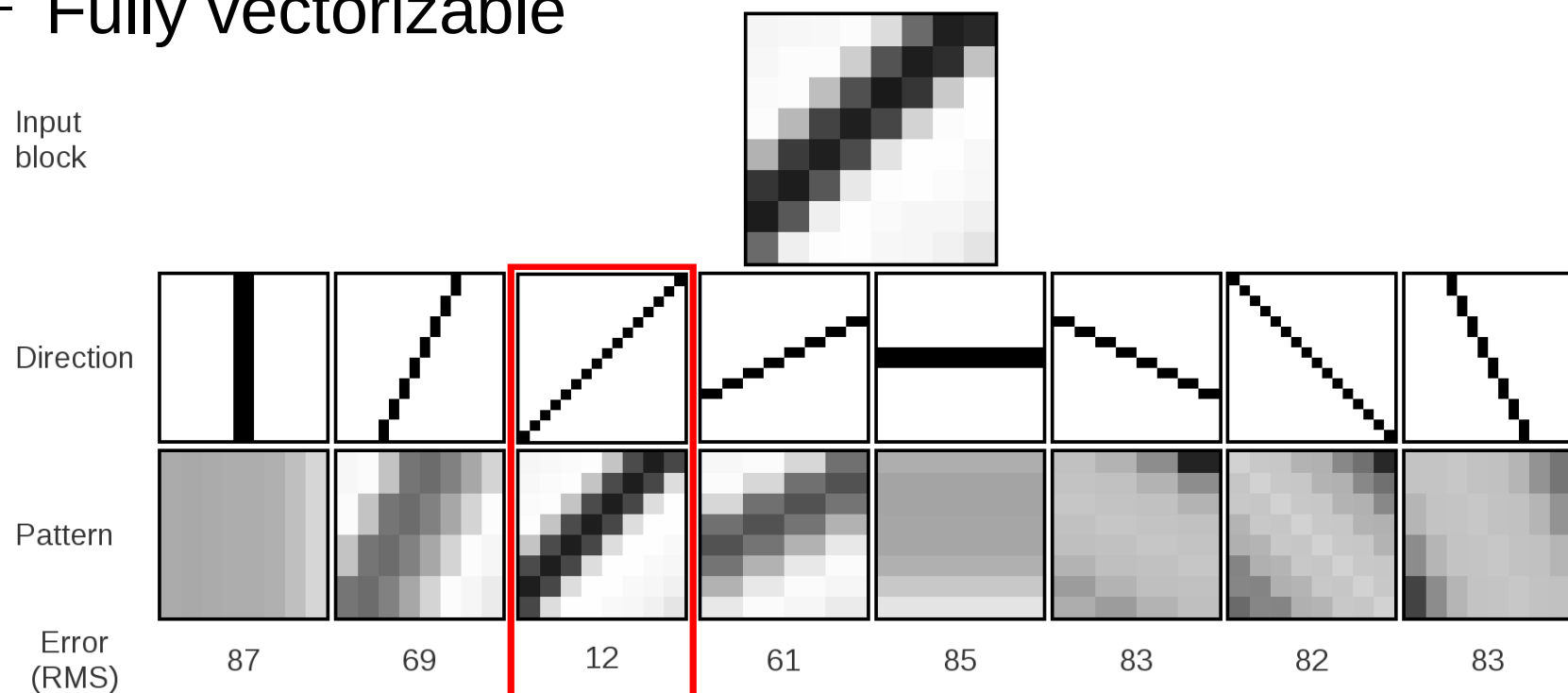


Damping: point of zero output



# Direction Estimation

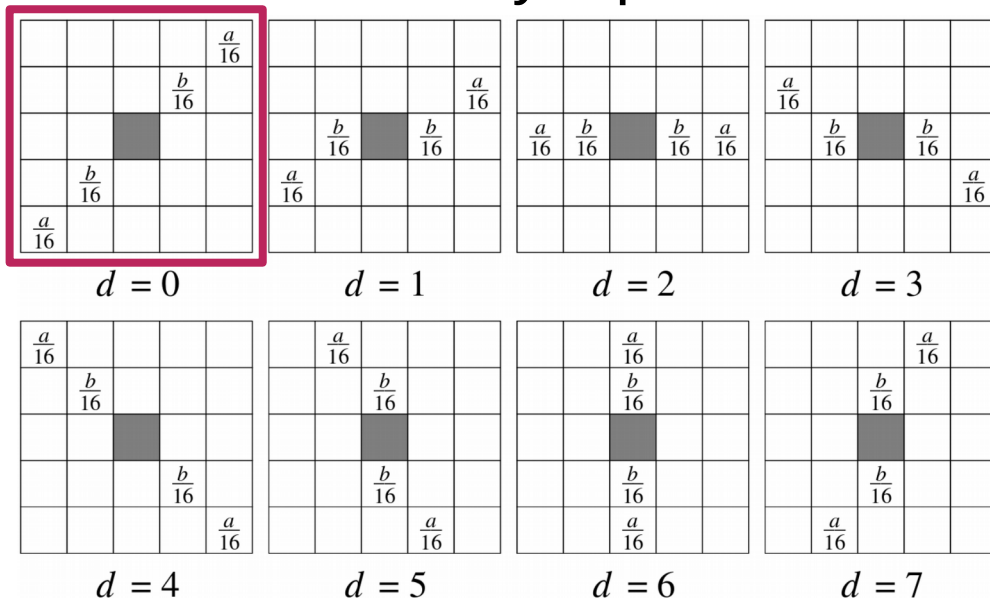
- Runs on 8x8 **decoded** blocks (no signaling)
  - Small enough for tracking curves
  - Large enough to reliably estimate direction
- Find direction that minimizes “prediction” error
  - Fully vectorizable



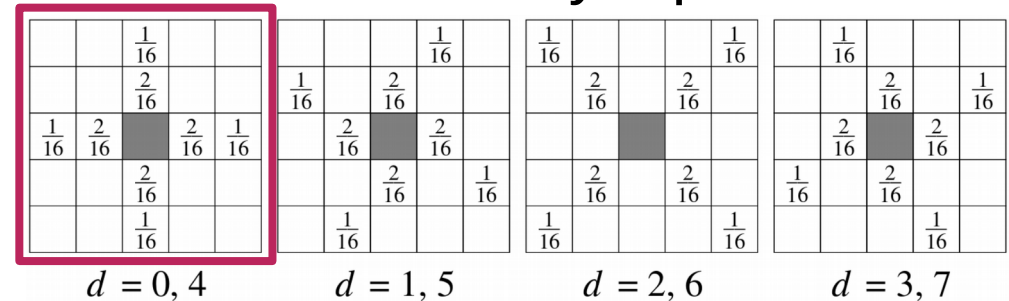
# Directional Filter

- Sum of two direction-dependent sets of taps
  - Primary taps along direction (higher strength)
  - Secondary taps off direction (lower strength)

Primary taps



Secondary taps

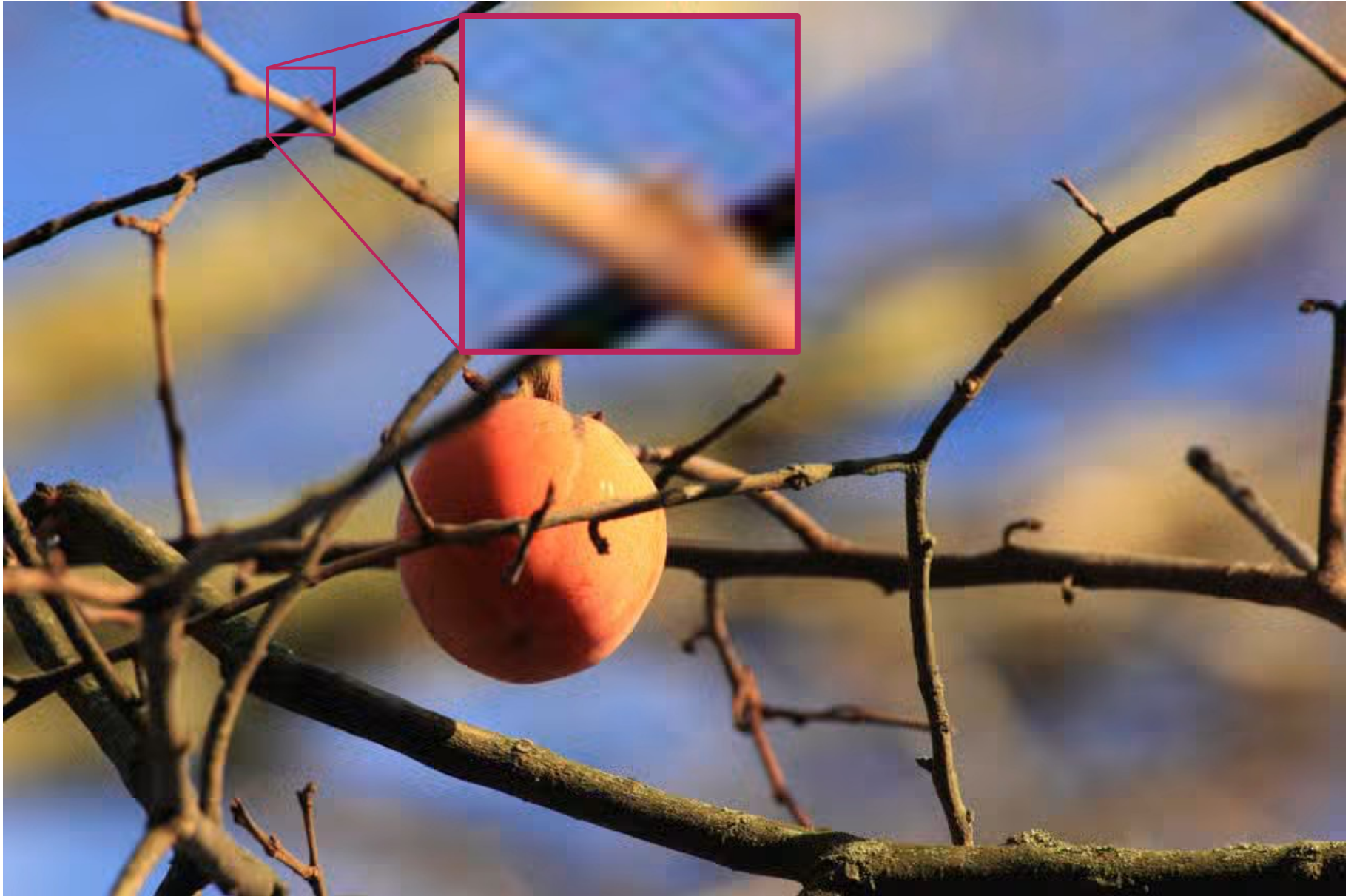


# Example

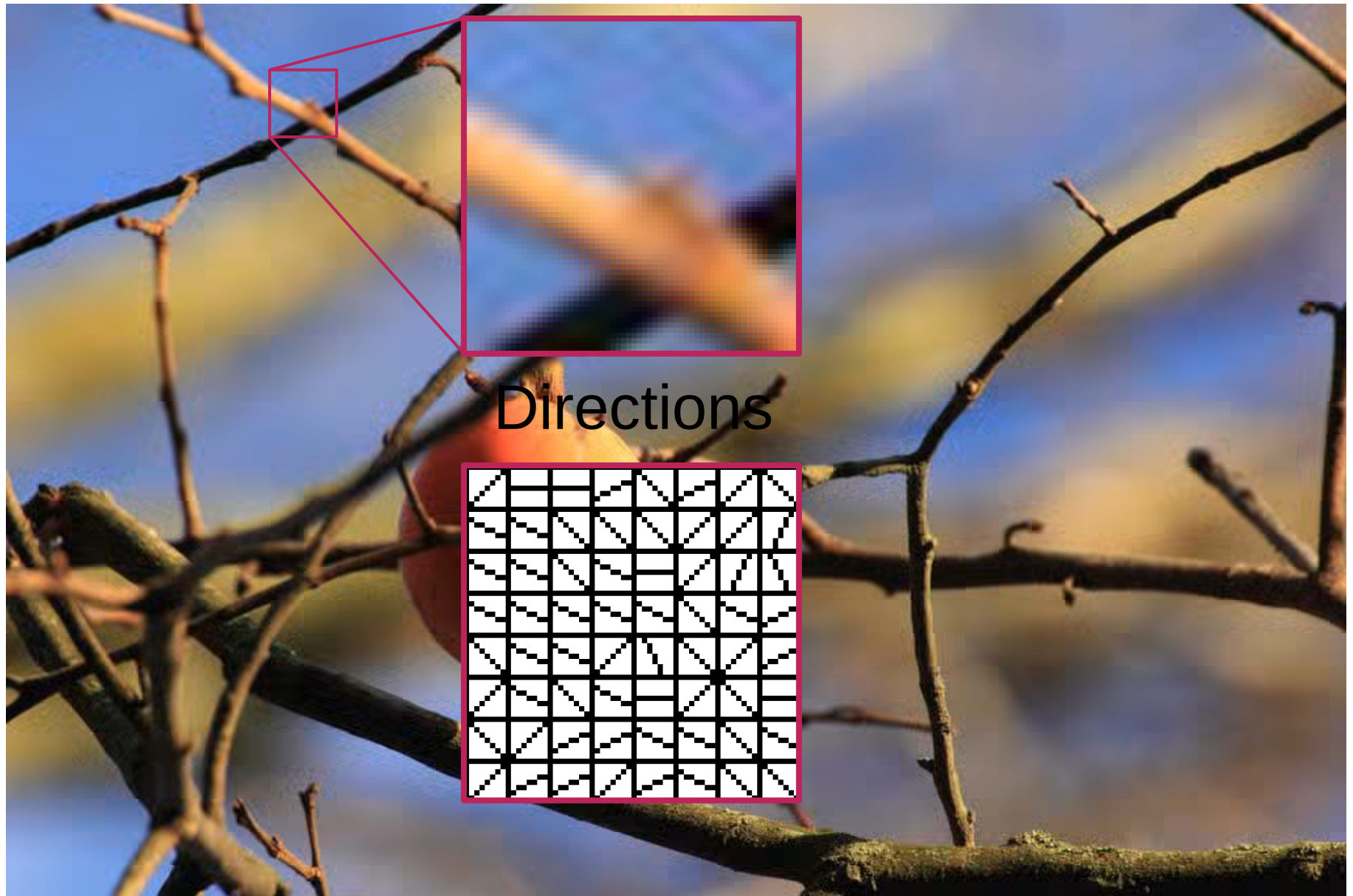




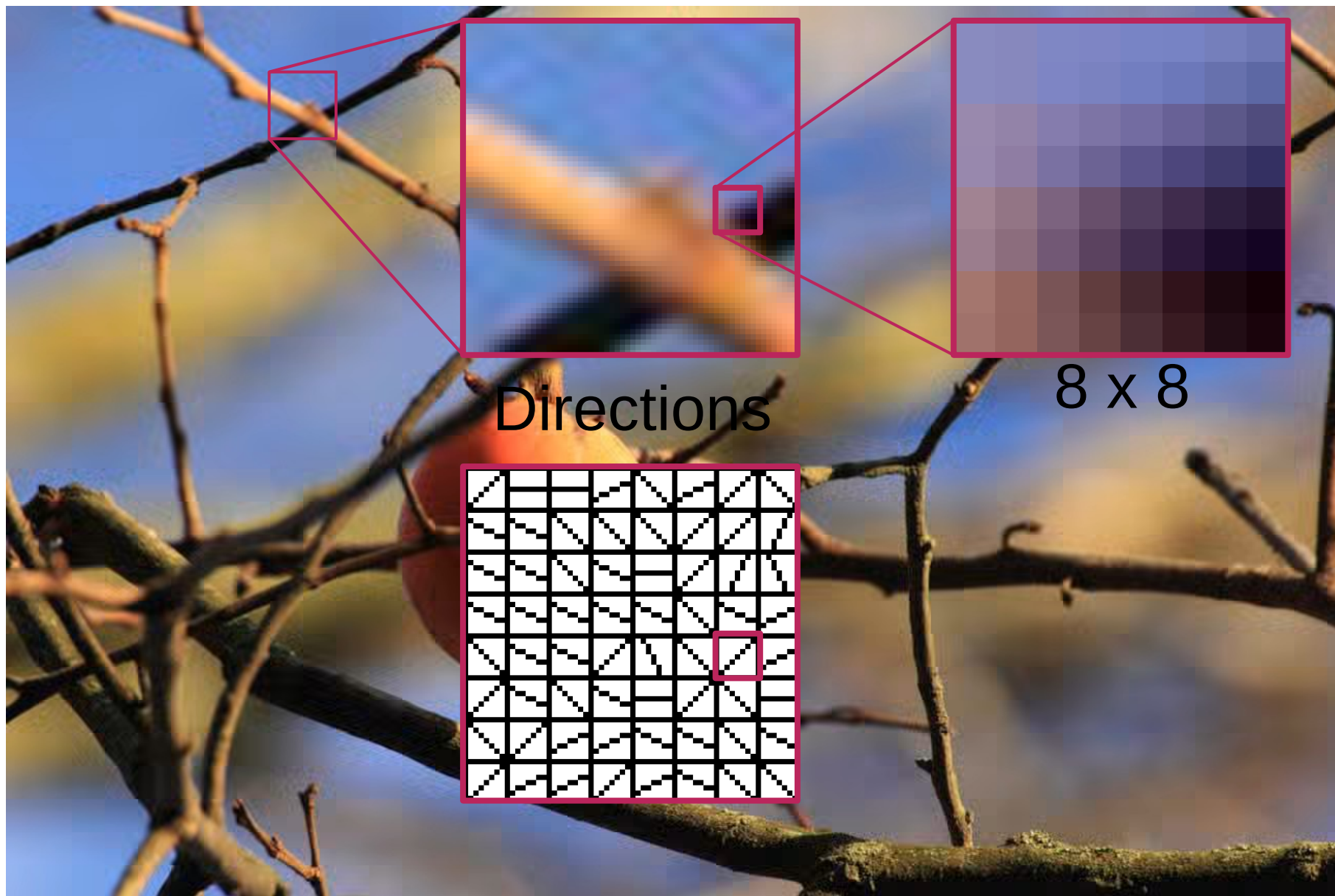
# Example



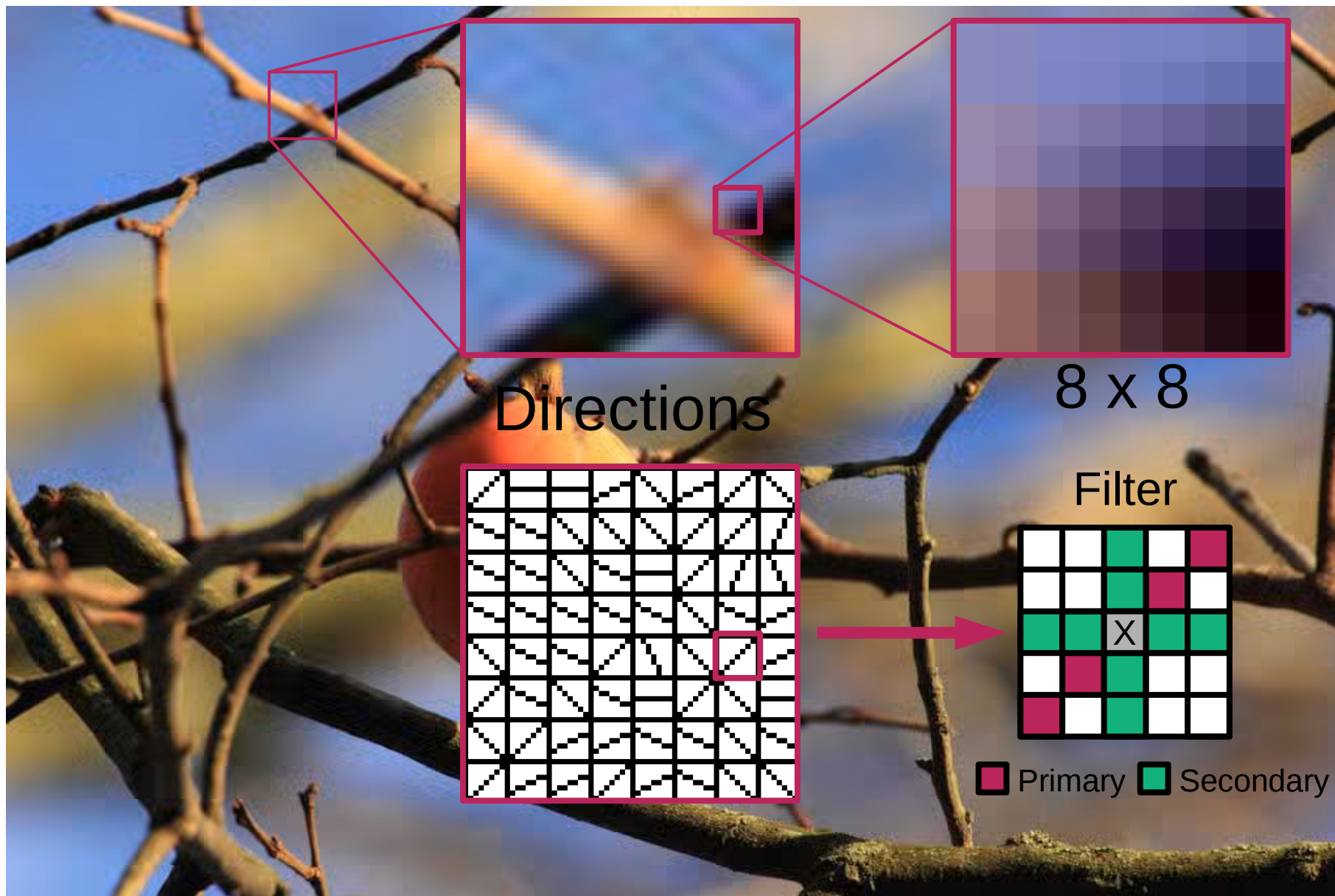
# Example



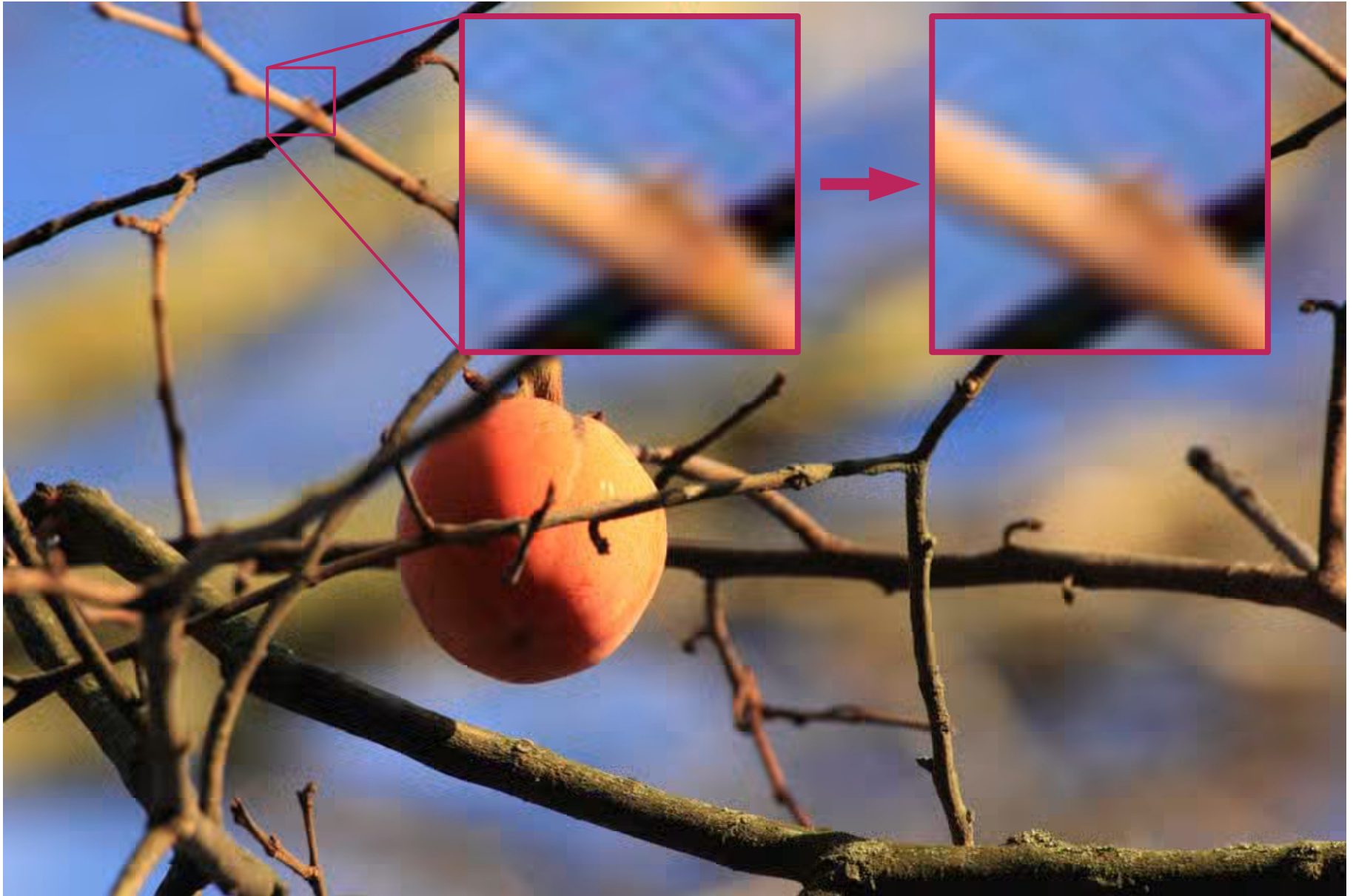
# Example



# Example



# Example



# Example (Before)



# Example (After)



# Signaling

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- Limited side information
- Two levels of signaling
  - Frame-level list of 1-8 presets
  - Preset selection at 64x64 level (0-3 bits)
- No 8x8 signaling, no direction signaling
- No signaling when 64x64 filter block is skipped



# Results

- PSNR BD-rate improvement
  - 1.1% for high-latency, 3.7% for low-latency
- Significant **subjective** improvement (HL)

