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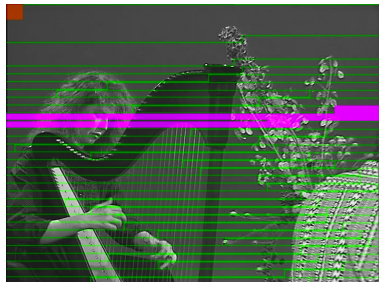
Motivations

- Packet loss affects QoE of video services over IP.
- Spatial position of the loss in the picture influences perceptual quality¹.
- Spatio-temporal error propagation heavily distorts video quality.

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Error Propagation

-  Lost slice
-  Intra-prediction from inter-predicted MB
-  Inter-prediction from lost MB
-  Prediction order > 1



Error Propagation



Lost slice



Intra-prediction from
inter-predicted MB



Inter-prediction
from lost MB



Prediction order > 1

Objectives

- 1 Study the impact of packet loss in the RoI.
- 2 Build an attention-based error resilience model against packet loss.
 - Determine the RoI which robustness should be enhanced.
 - Counter the effect of packet loss, namely spatio-temporal error propagation.

Outline

- 1 Acquiring Saliency Data
 - Test Setup
 - From Eye Tracking to Regions of Interest
- 2 RoI-based Error Resilience
 - Does RoI Matter?
 - Error Resilience
- 3 Conclusion

Eye Tracking

- Track and record eye movement of observers while watching video sequences.



- Provide reliable information about viewer's visual attention.

Test Setup

- Test performed in a standardized environment according to ITU Recommendation BT.500-11².
- Video set: SD and HD sequences, 8s or 10s duration.
- JM 14.0 codec, High Profile, IDRBBP... GOP structure of length 24.
- Encoding bitrates chosen such as to obtain good video quality.
- 37 subjects participated in the test.

²ITU-R. Methodology for the subjective assessment of the quality of television pictures, June 2002.

Some Definitions

- Fixation: the status of a region centered around a pixel position which was stared at for a predefined duration.

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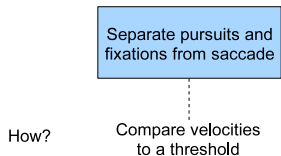
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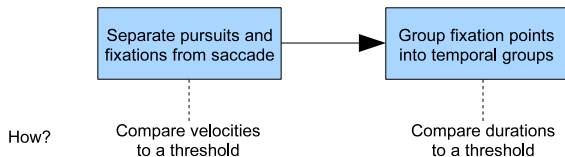
Some Definitions

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- Saccade: eye movement from one fixation to another.
- Pursuit: eye movement allowing gaze to follow a moving target.
- Saliency map: spatial locations of the eye gaze over time.

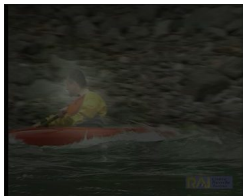
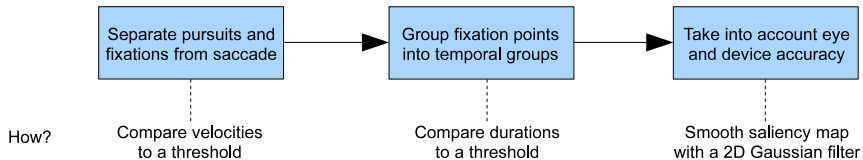
From Eye Tracking to Saliency Maps



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From Saliency Maps to Regions of Interest

- The encoder needs macroblock level information.

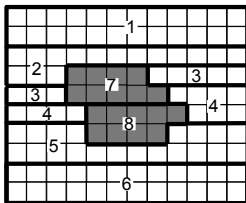
From Saliency Maps to Regions of Interest

- The encoder needs macroblock level information.
- A pixel belongs to an RoI if its saliency value is higher than a threshold (set empirically).



RoI-based FMO

- Group RoI macroblocks into one or more slices independently of other slices in the picture using FMO.
- FMO type 6 provides full control over the assignment of macroblocks to slices.
- Different RoI per picture \Rightarrow 1 PPS NALU per picture in the bitstream.

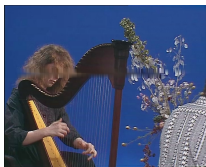


Slices 1-6: non-RoI.

Slices 7 & 8: RoI.

Loss Simulation

- Loss simulator³ operating on a NALU (slice) basis.
- One slice fits in one packet.
- Slice losses in I-pictures to test the robustness of the model against error propagation.
- JM spatial error concealment: weighted sample averaging.



³ Joint Video Team of ISO/IEC MPEG and ITU-T VCEG. SVC/AVC Loss Simulator. JVT-Q069, October 2005.
Available at http://wftp3.itu.int/av-arch/jvt-site/2005_10_Nice/

Loss Patterns



RoI lost.



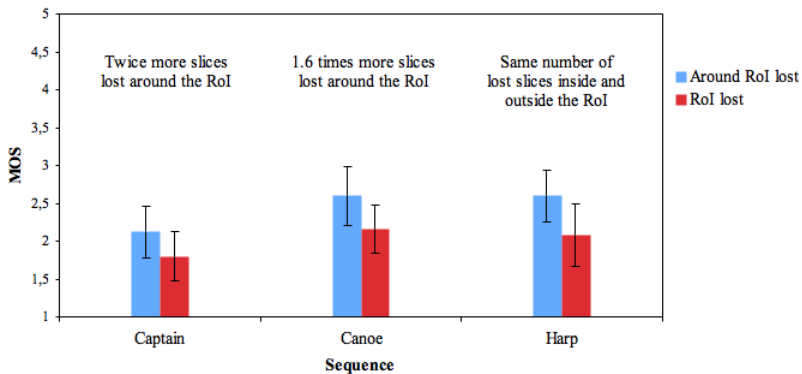
8 slices around the RoI lost.

Subjective Quality Test

- The most reliable way to assess video quality.
- 25 non-expert subjects rate the quality of video sequences.
- Absolute Category Rating (ACR) with a 5-level scale.

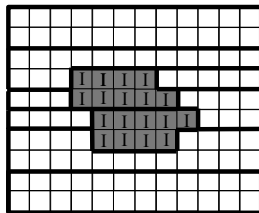
Excellent
Good
Fair
Poor
Bad

Perceptual Importance of RoI



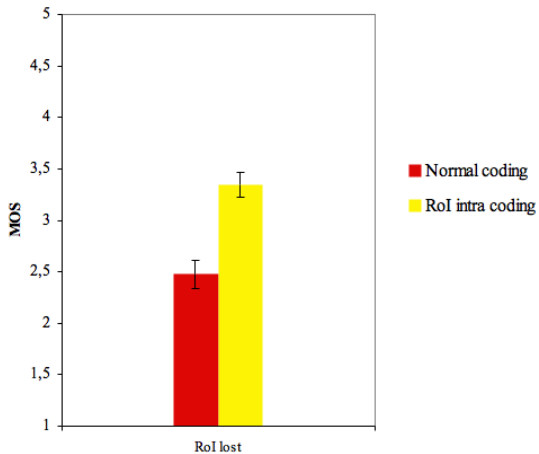
RoI Intra-Prediction

- Slice lost in a reference picture allows error drift to inter-coded pictures.
- Attenuate the temporal error drift in the RoI by coding all RoI macroblocks of P and B-pictures in intra-prediction mode.
- At constant bitrate, the model might incur a quality decrease.

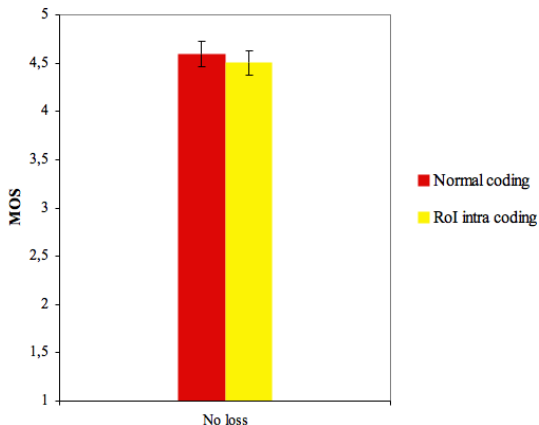


B or P-picture

RoI Slices Lost



Overhead of RoI Intra-Prediction



Example

w/o error resilience.

w/ error resilience.

Conclusion and Future Work

- We proposed an error resilient coding based on ground truth visual attention data.
- We created a database of video sequences with visual attention data (publically available soon).

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- We proposed an error resilient coding based on ground truth visual attention data.
- We created a database of video sequences with visual attention data (publically available soon).
- Use an objective saliency model.
- Investigate the tradeoff between RoI size and quality degradation/robustness.

Questions...