

# Use of Deep Learning for Image/Video Compression

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## Supervisors

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# Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

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# Image/Video Compression

- Why is Compression Needed?
  - A two-hour standard definition (SD) television movie:

$$30 \frac{\text{frames}}{\text{sec}} \times (720 \times 480) \frac{\text{pixels}}{\text{frame}} \times 3 \frac{\text{bytes}}{\text{pixel}} = 31,104,000 \text{ bytes/sec} = 31.104 \text{ MB/sec}$$

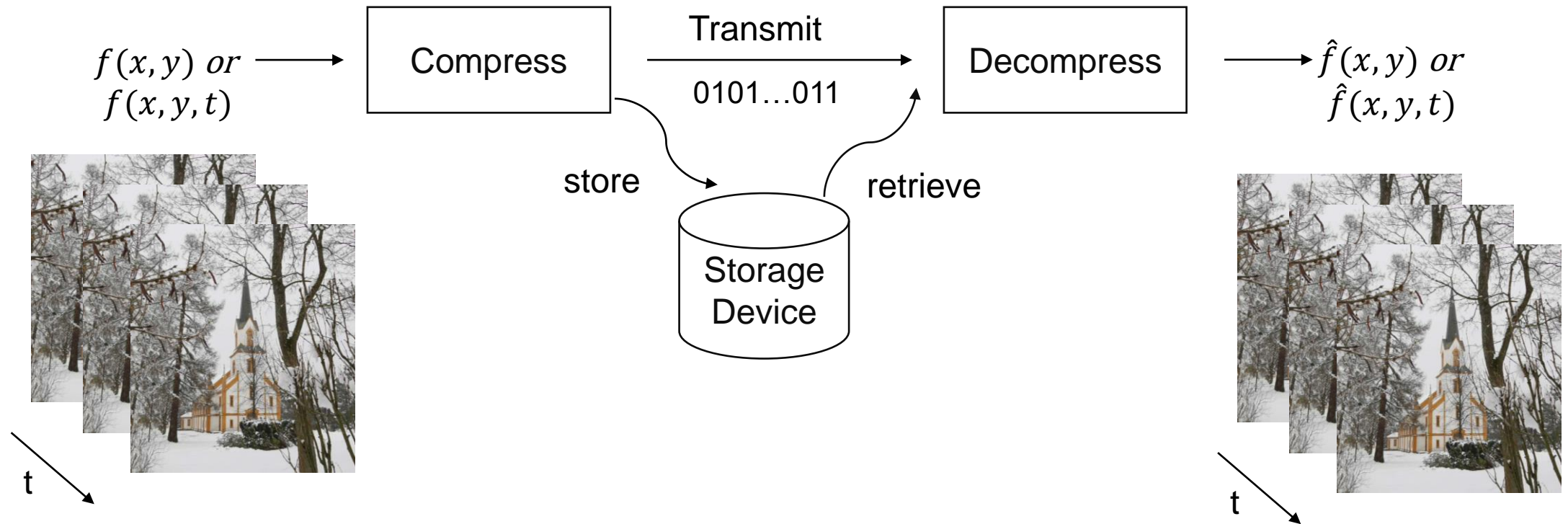
$$31,104,000 \frac{\text{bytes}}{\text{sec}} \times (60^2) \frac{\text{sec}}{\text{hr}} \times 2 \text{hrs} \cong 2.24 \times 10^{11} = 224 \text{ GB}$$

- Full HD (1080p)  $1920 \times 1080$  :  $1344 \text{ GB}$

## Compression

# Image/Video Compression

- What is image/video compression?
  - The art and science of reducing the amount of data required to represent an image/video



# Applications

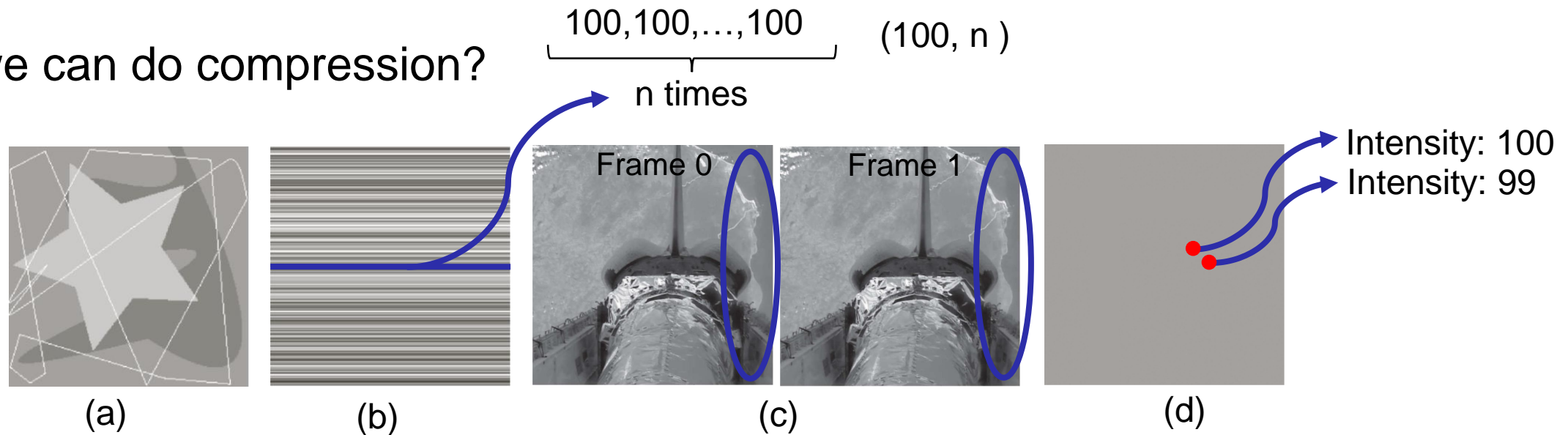


everywhere



# Image/Video Compression

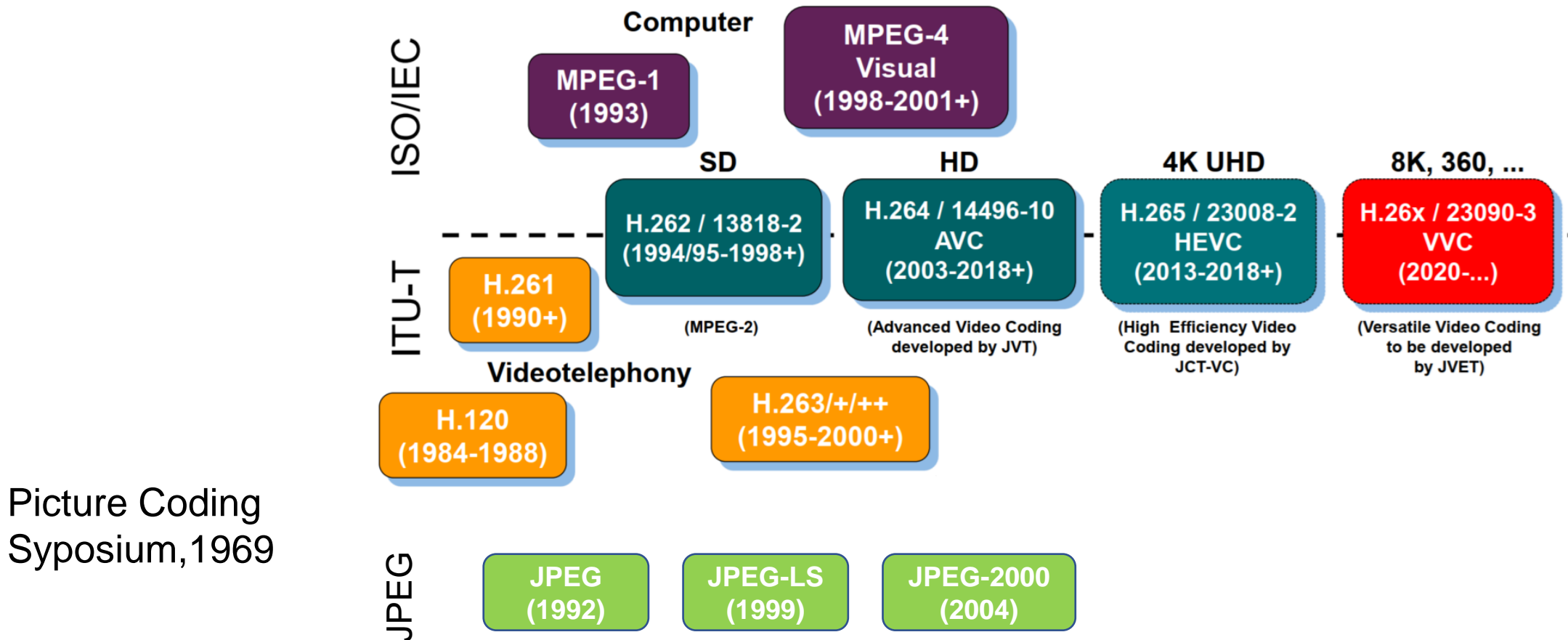
Why we can do compression?



- (a) **Coding redundancy**: length of the code words (e.g., 8-bit codes for grey value images) is larger than needed. (Variable length codes)
- (b) **Spatial redundancy**: correlation between pixels in space is not used in the representation.
- (c) **Temporal redundancy**: correlation between pixels in time is not used in the representation.
- (d) **Irrelevant information**: information that is not perceived by the human visual system or not relevant to a given application.



# Image/Video Compression Standards



Picture Coding Symposium, 1969

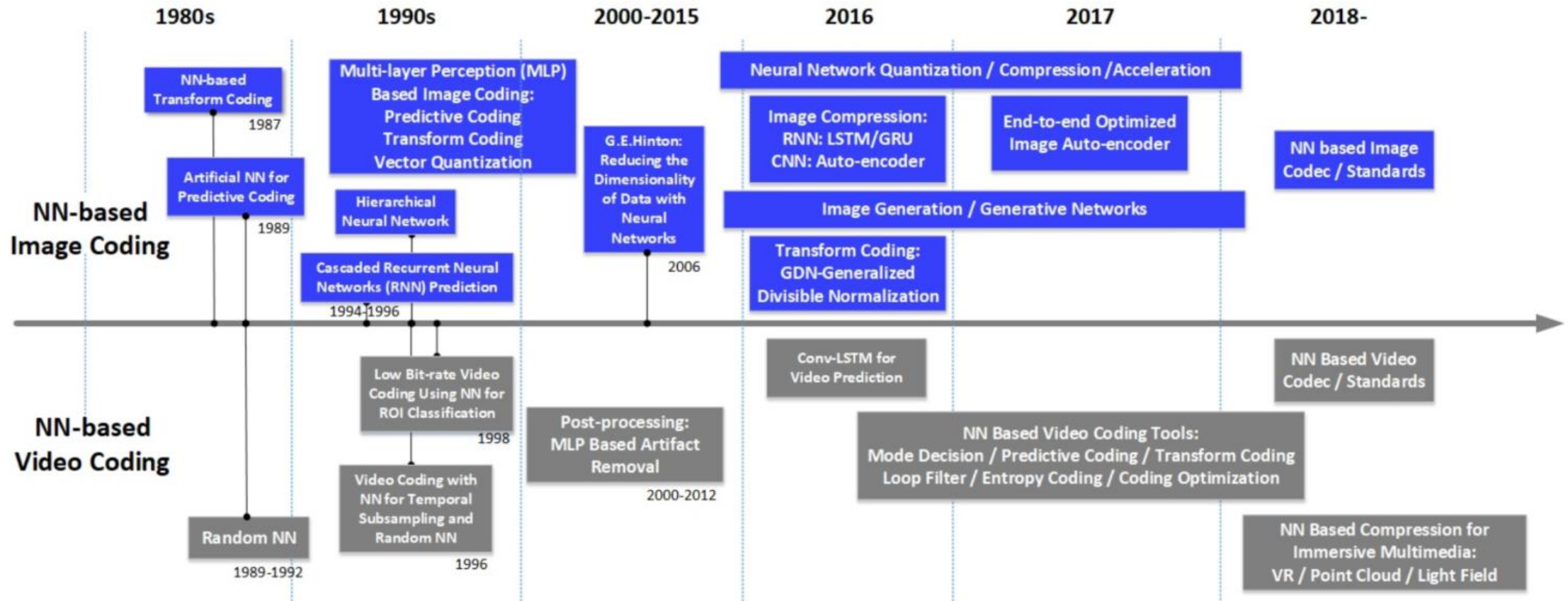
1960s

History line of image/video coding standards by ITU-T and ISO/IEC committees

*Ohm et al., Trends and Recent Developments in Video Coding Standardization, ICME Tutorial*



# Neural Network Based Image/Video Compression



The technical roadmap of neural network based compression algorithms

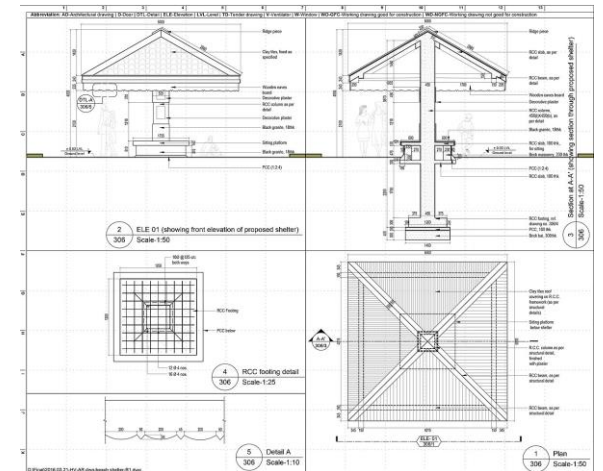
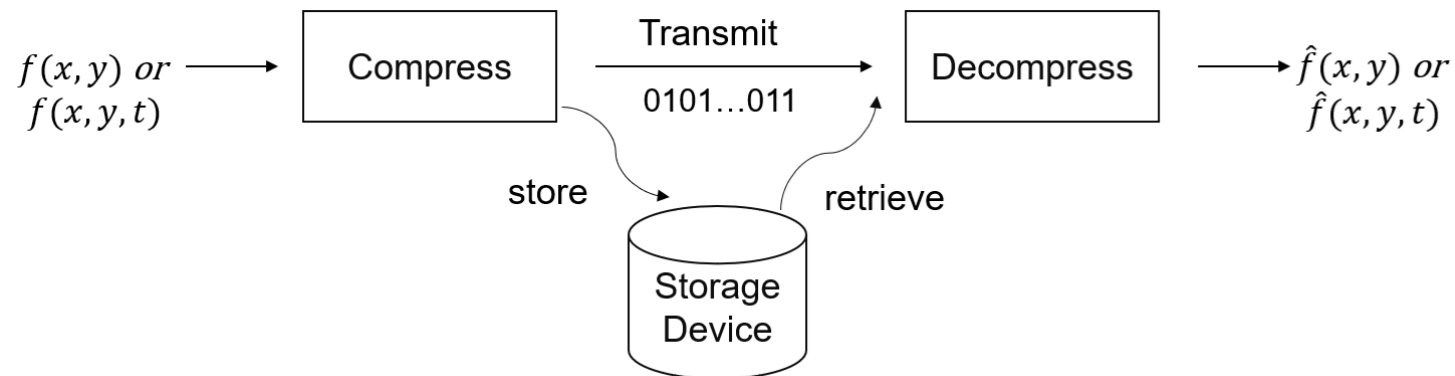
*Ma et al., Image and Video Compression with Neural Networks: A Review, 2018*

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- Introduction of Image/Video Compression
- **Image Compression**
- Video Compression
- Special Purpose Coding
- Conclusion

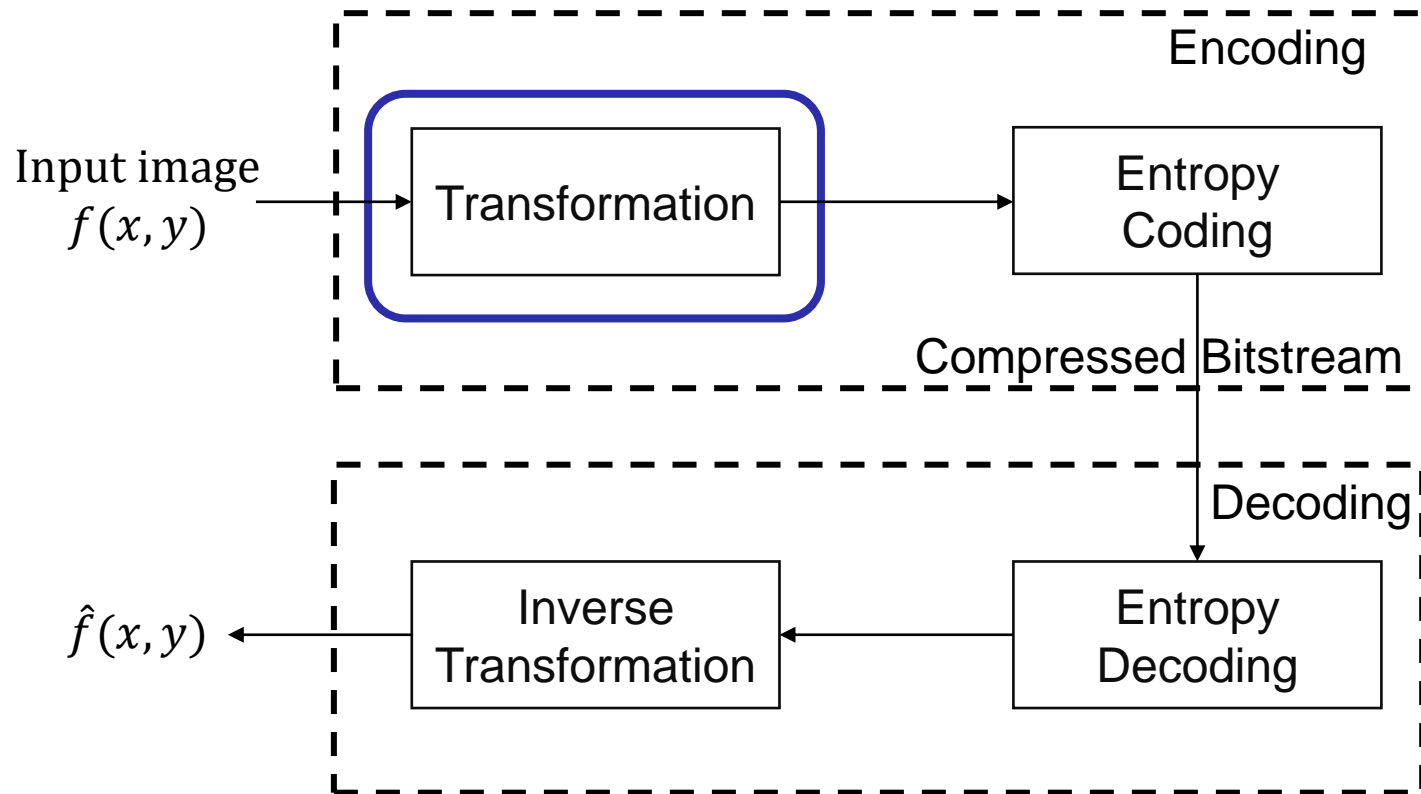
# Lossless Image Compression

- **Goal:** To represent an image signal with the smallest possible number of bits without loss of any information
- Applications:
  - digital medical imagery, technical drawings, comics
- Lossless JPEG, JBIG, JBIG2, Lossless JPEG2000



# Lossless Image Compression

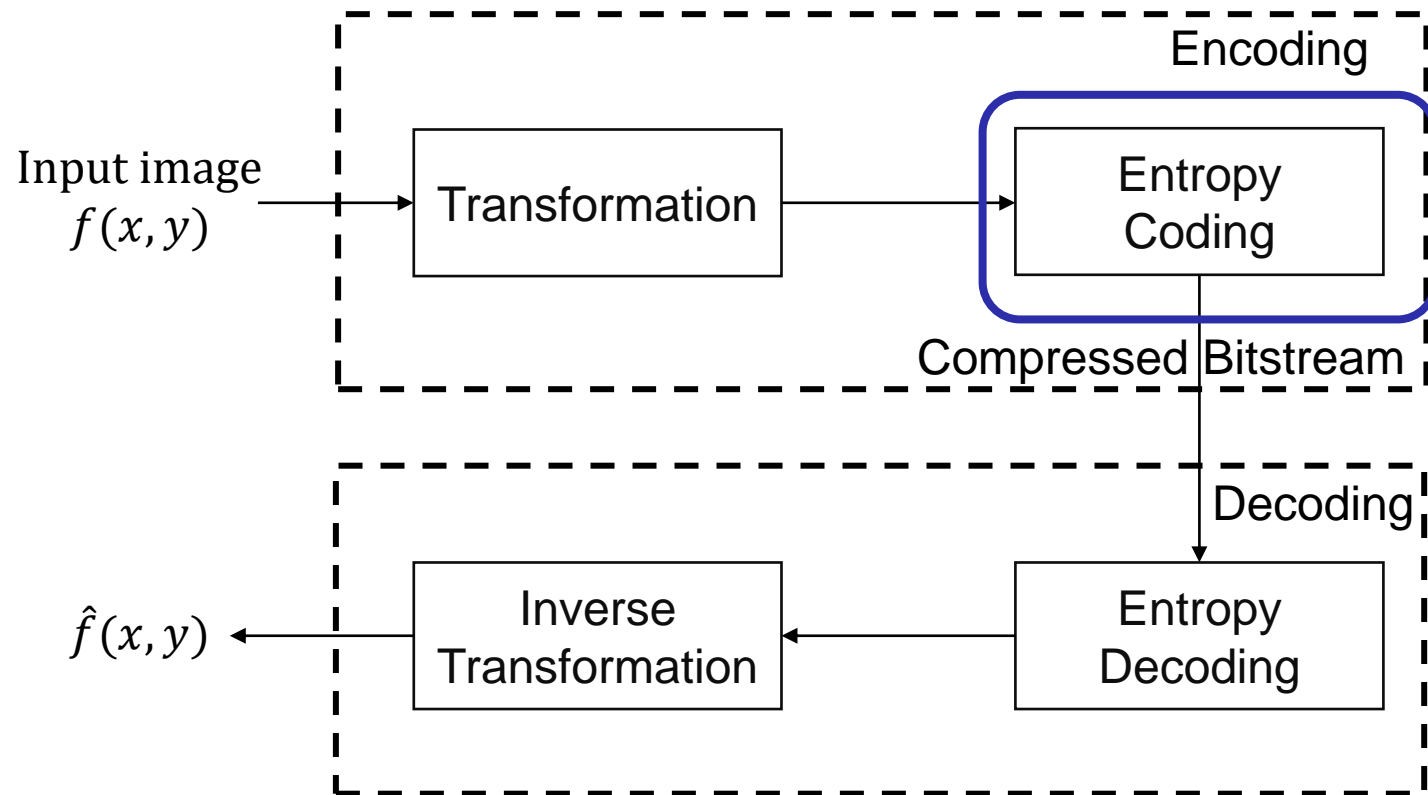
- **Reversible** transformation, convert  $f(\mathbf{n})$  to  $\hat{f}(\mathbf{n})$  that can be compressed more efficiently.
- Discrete Cosine Transform (DCT), wavelet transform, color space transform: RGB to luminance-chrominance



A brief transformation based lossless coding system

# Lossless Image Compression

- Generates a binary bitstream
- Variable-length coding / Entropy coding: Huffman, arithmetic coders, *etc.*



A brief transformation based lossless coding system

# Lossless Image Compression

## Compression efficiency

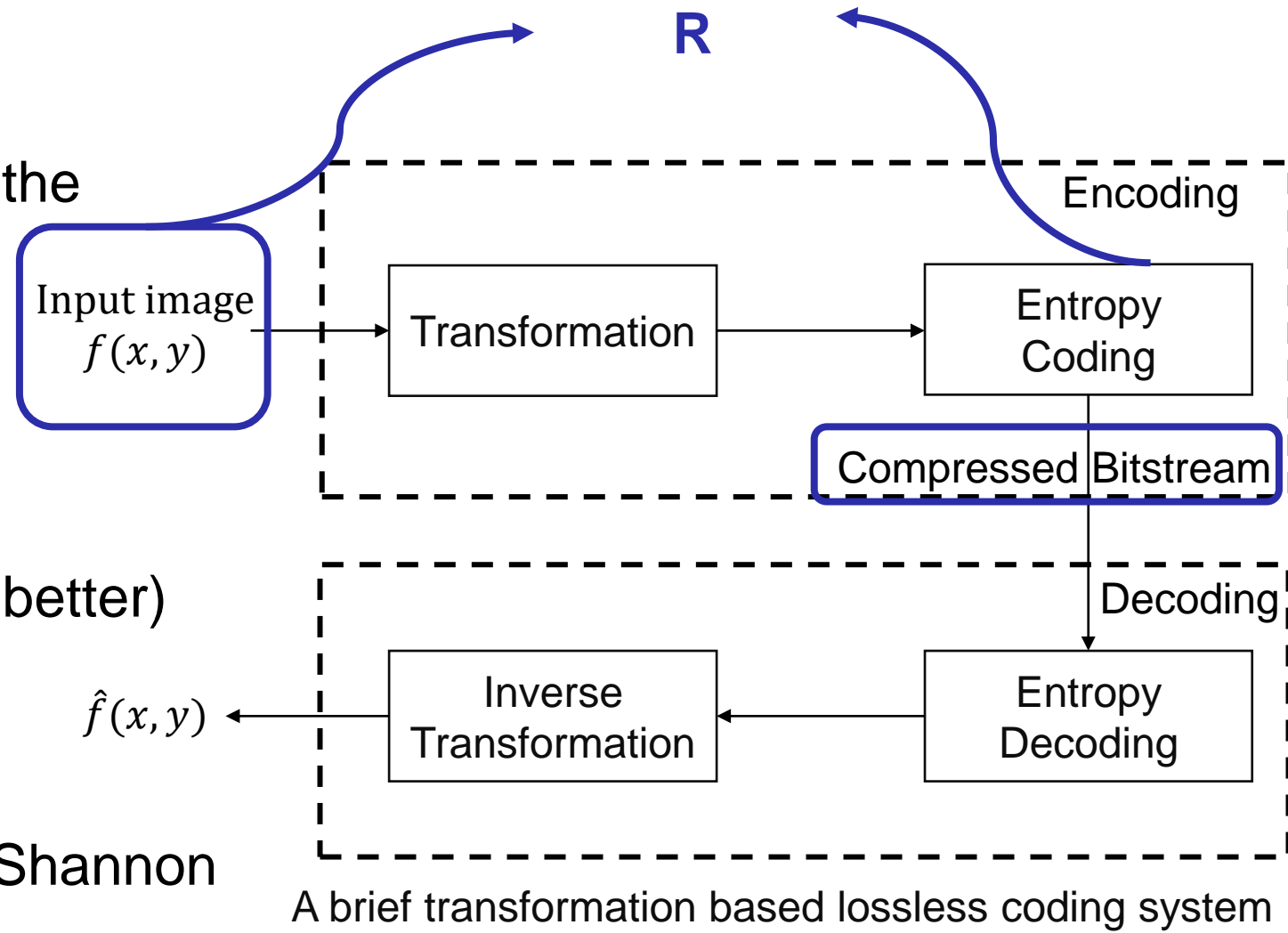
- Compression ratio ( $R$ , the higher the better)

$$\frac{\text{Total size in bits of encoder input}}{\text{Total size in bits of encoder output}}$$

- Bits per pixel ( $\text{bpp}$ , the lower the better)

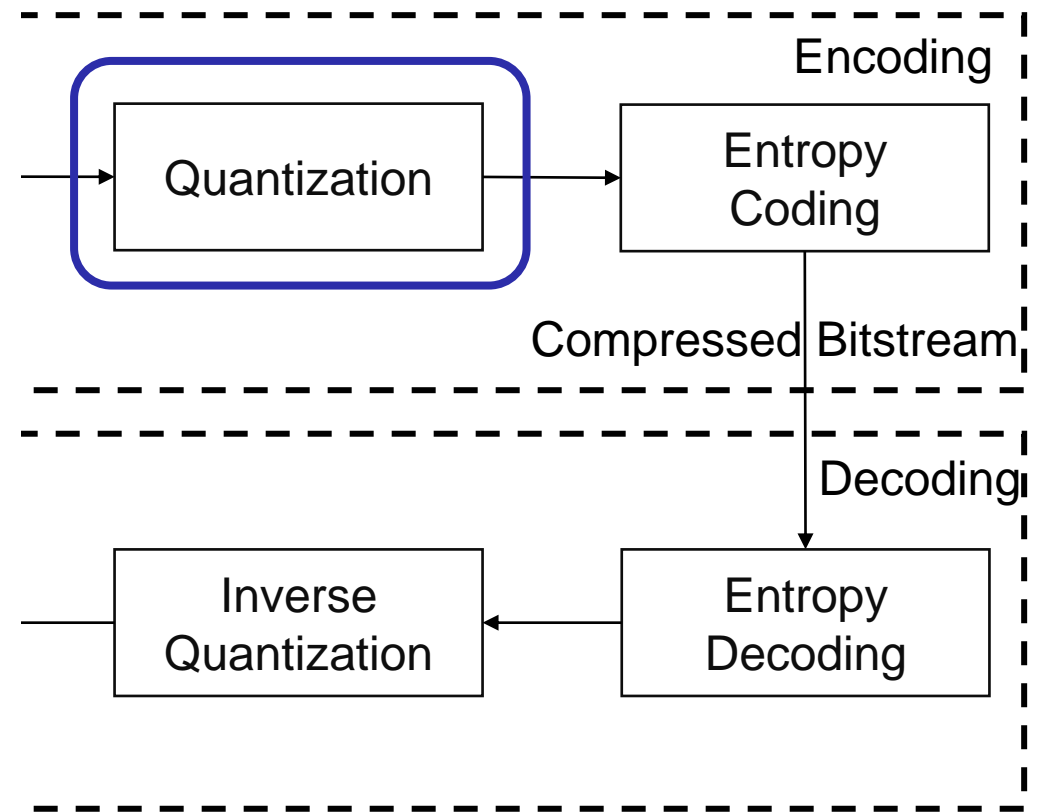
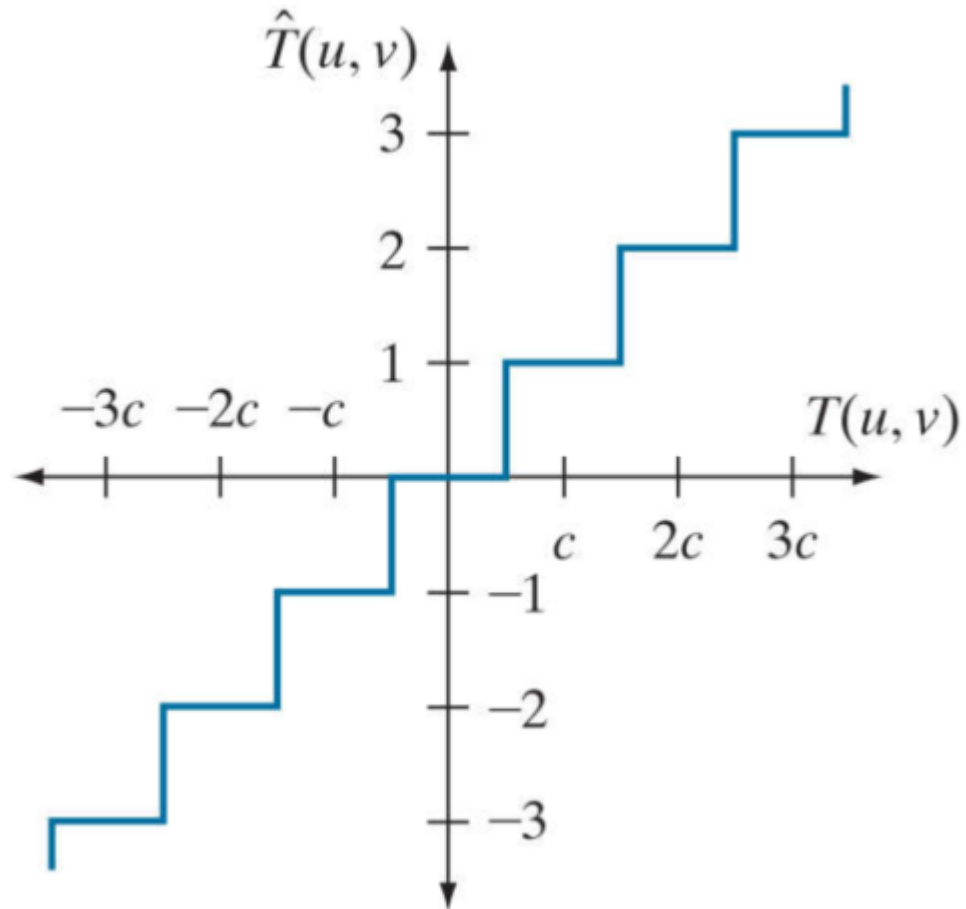
$$\frac{\text{Total size in bits of encoder output}}{\text{Total size in pixels of encoder input}}$$

- A compression factor of 1.5-3 – Shannon Theory



# Lossy Image Compression

- Compressing a range of values to a single scalar value

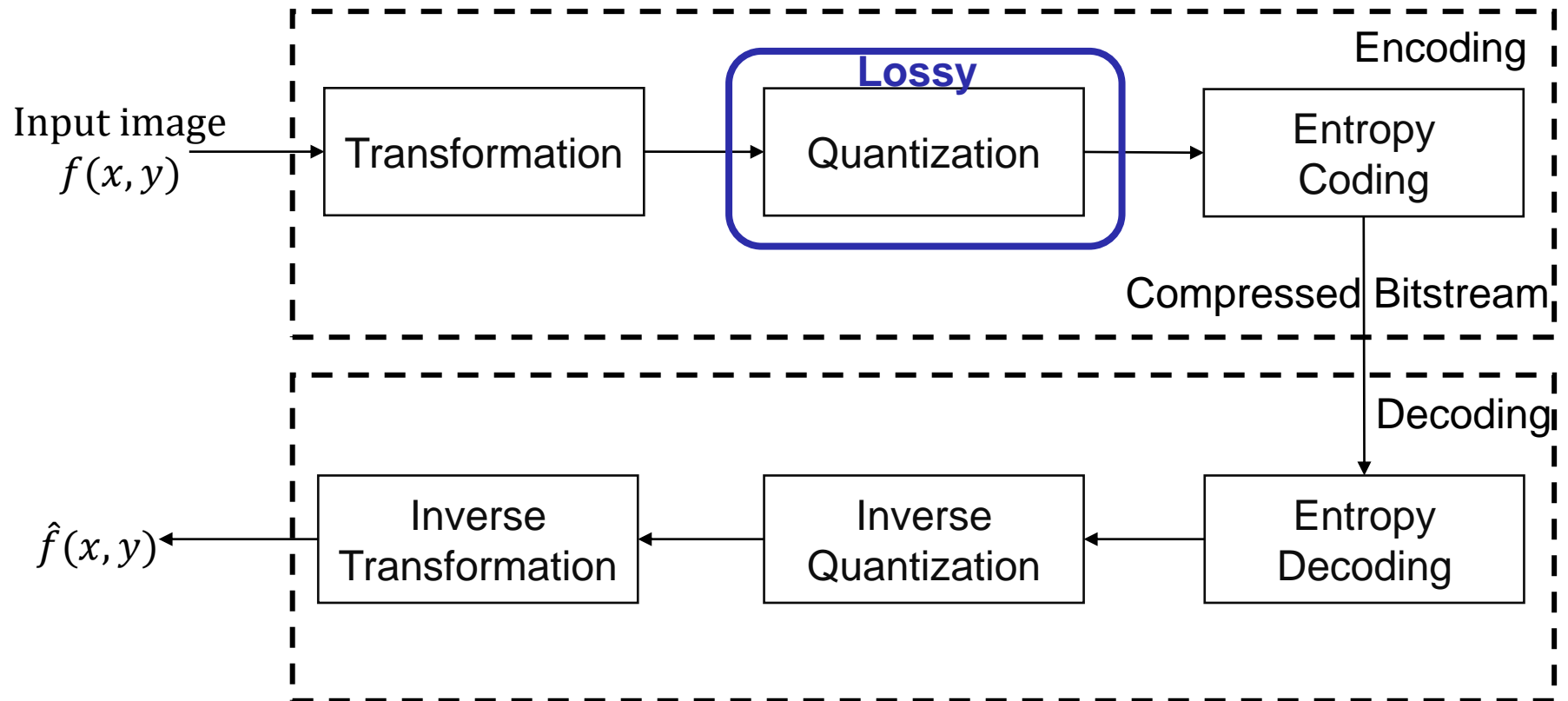


A simple lossy coding system



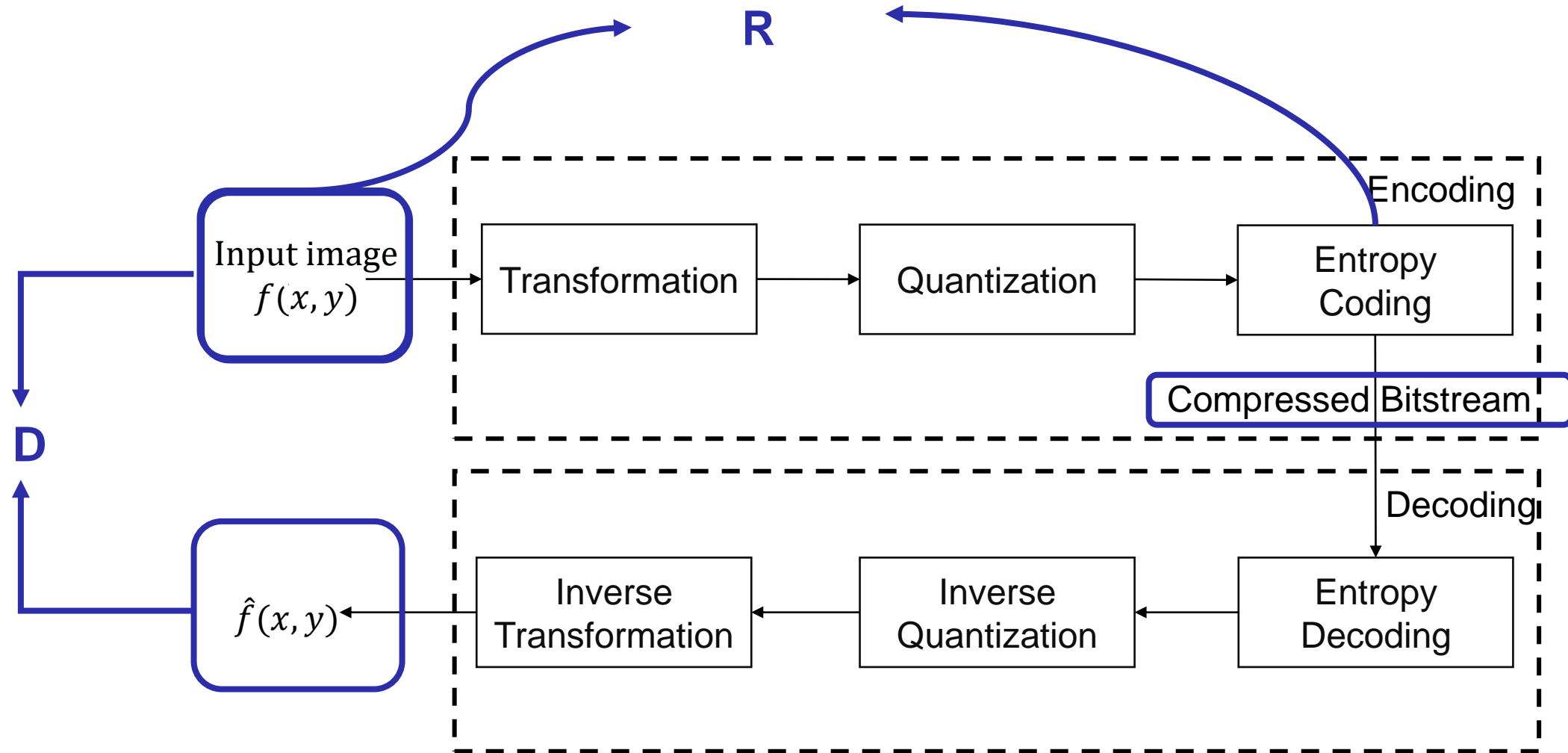
# Lossy Image Compression

- Compressing a range of values to a single scalar value



A brief lossy coding system

# Lossy Image Compression



A brief lossy coding system

# Lossy Image Compression

## Compression efficiency

- Compression ratio **R** (the higher the better)

$$\frac{\text{Total size in bits of encoder input}}{\text{Total size in bits of encoder output}}$$

- Bits per pixel (**bpp**, the lower the better)

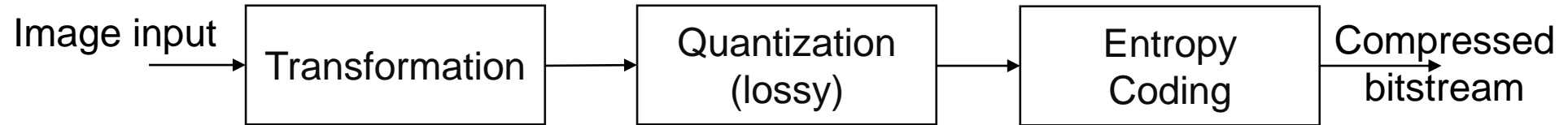
$$\frac{\text{Total size in bits of encoder output}}{\text{Total size in pixels of encoder input}}$$

- Loss/**D**istortion
  - Mean Square Error (MSE)
  - Peak Signal to Noise Ratio (PSNR)
  - Structural Similarity (SSIM)
  - Multi-scale SSIM (MS-SSIM)
  - etc.

## Compression Efficiency + Reconstruction Quality

### Rate-Distortion tradeoffs

# Deep Image Compression



- **Piecemeal Approaches:**
    - Learned Transforms
    - Differentiable Quantization
    - Specialized Entropy Models
    - Deep models combined with classical methods
  - **End to End Approaches**
    - 'Deepen' the traditional image coding schemes
- New image coding framework / deep scheme

Traditional framework

# Deep Image Compression

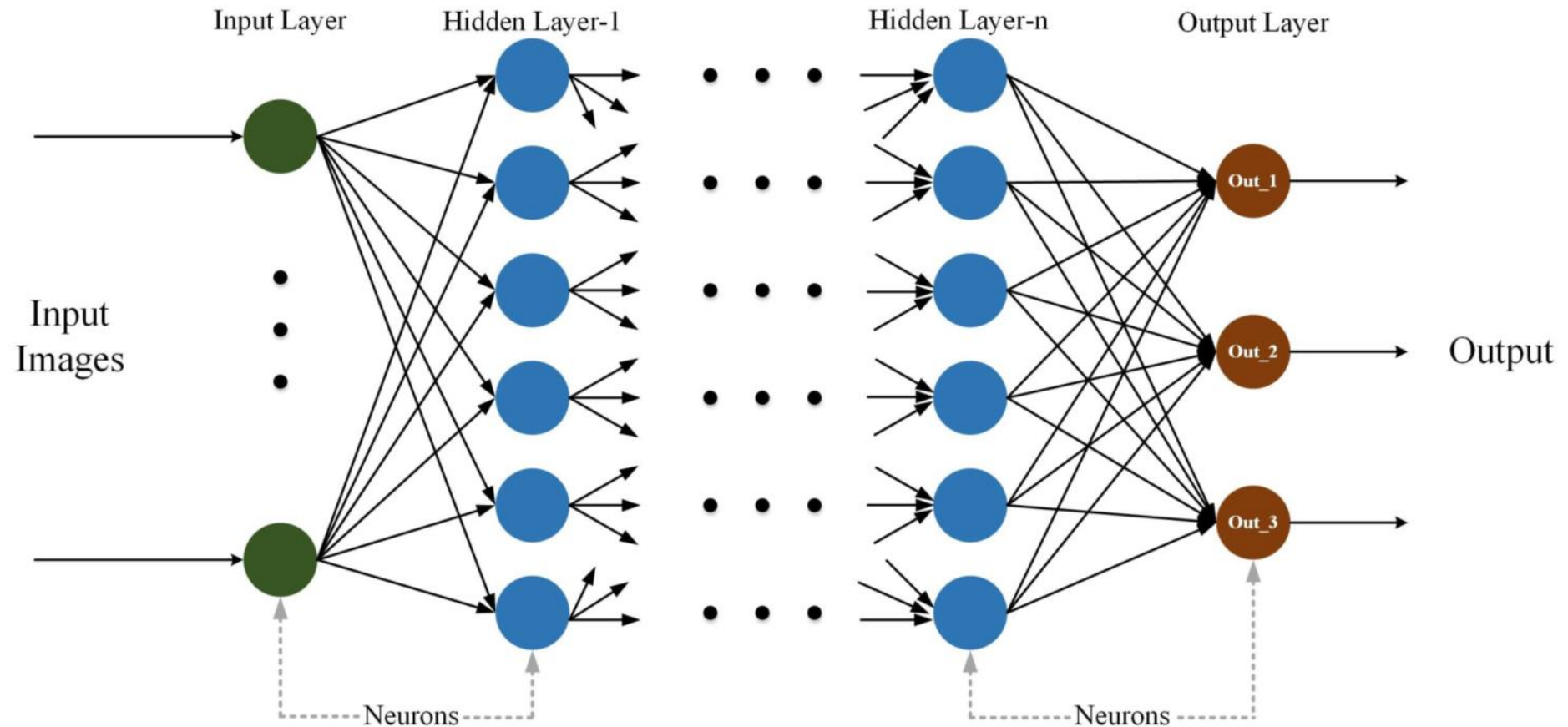
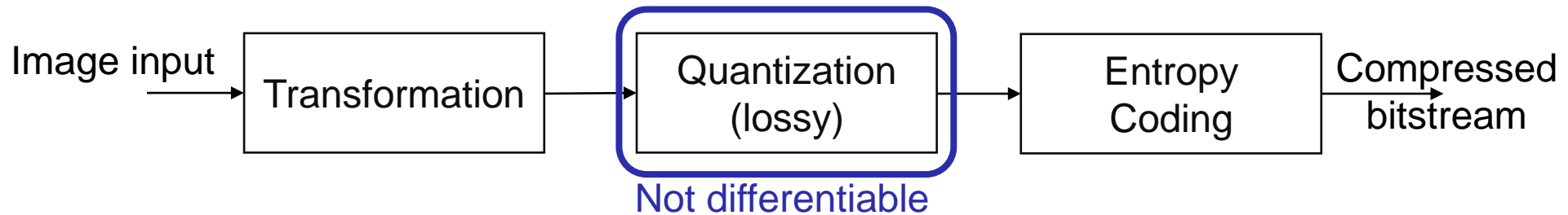


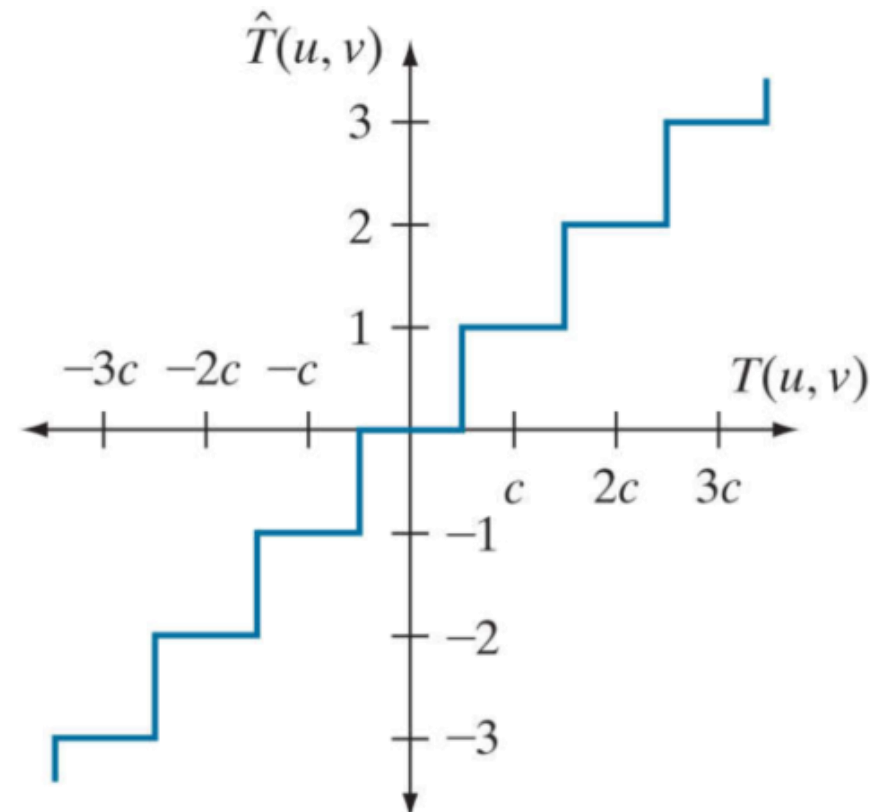
Illustration of a neural network architecture

*Ma et al., Image and Video Compression with Neural Networks: A Review, 2018*

# Deep Image Compression: Differentiable Quantization

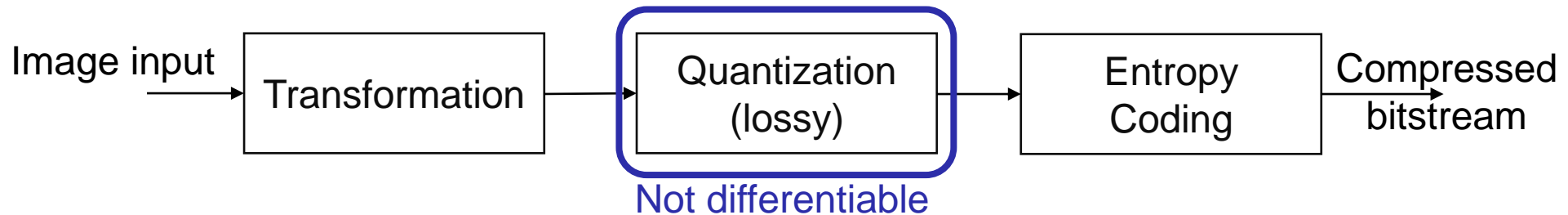


- Quantization is implemented by using a round function, and its derivative is almost zero except at the integers.



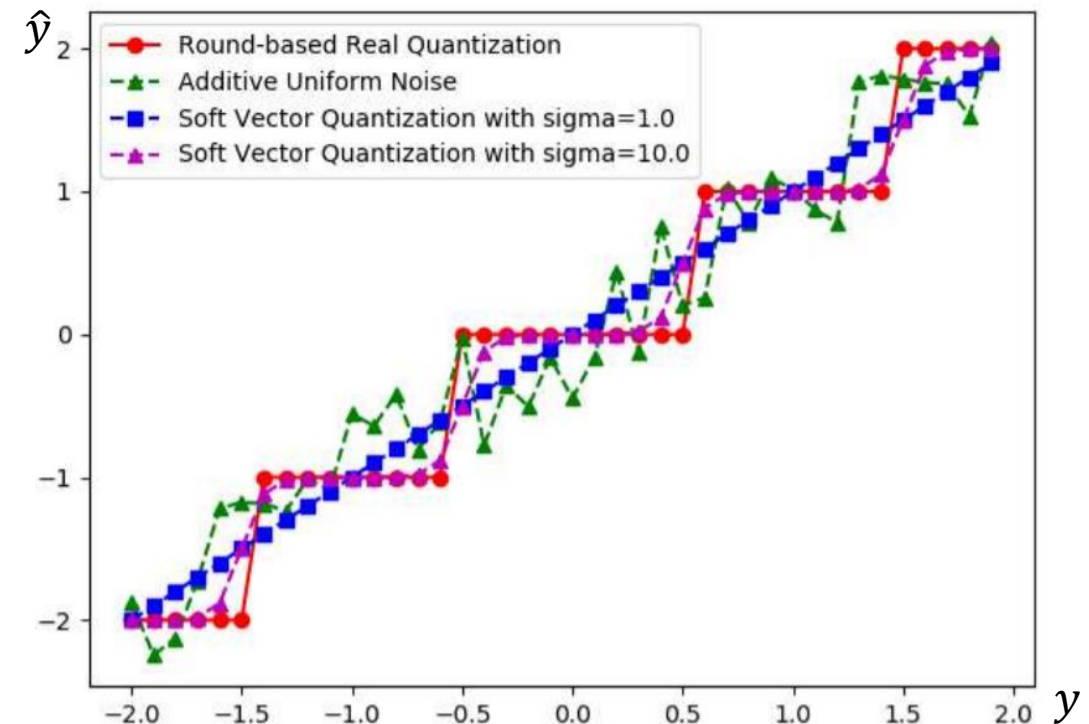
*Gonzalez et al., Digital Image Processing*

# Deep Image Compression: Differentiable Quantization



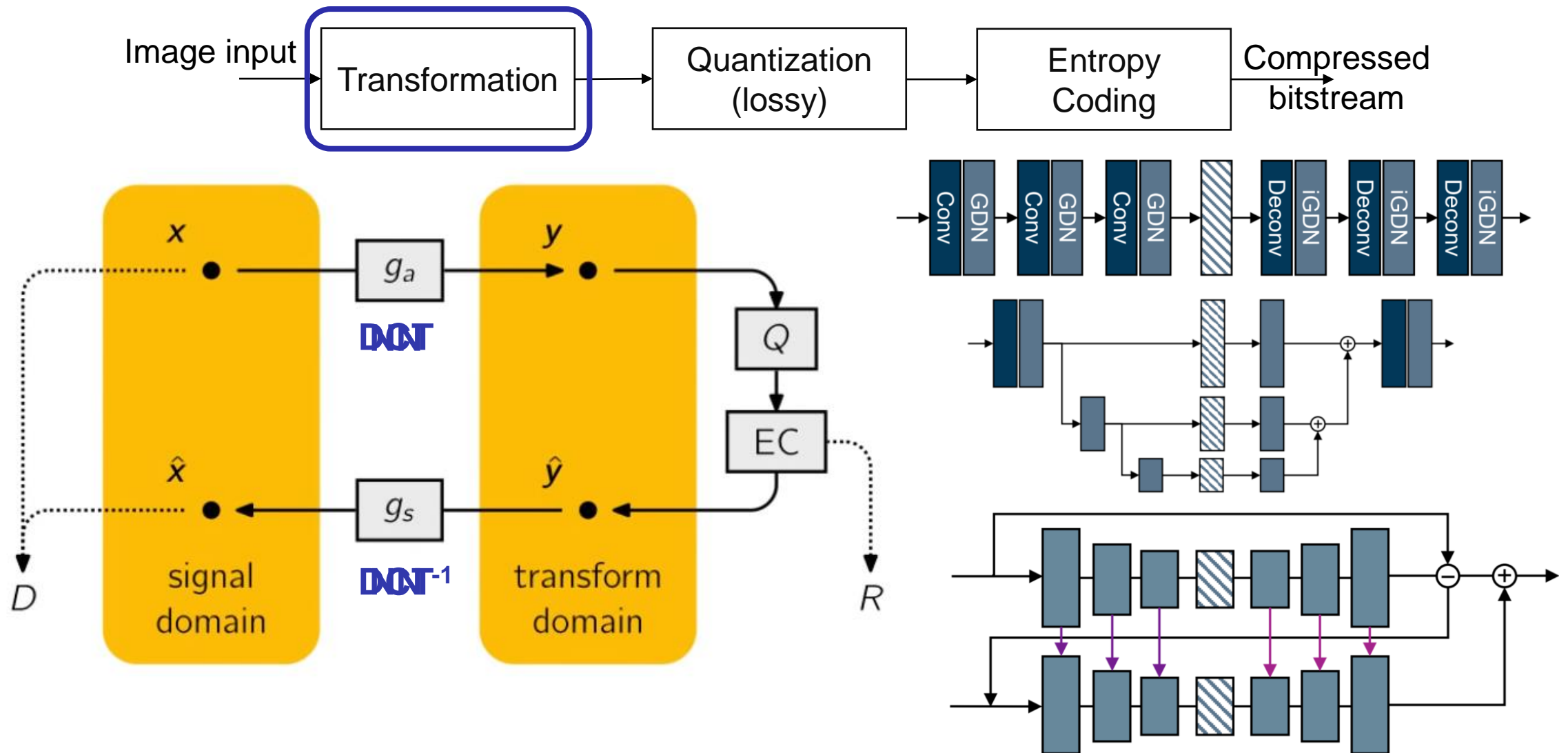
- Quantization is implemented by using a round function, and its derivative is almost zero except at the integers.
  - additive uniform noise
  - Soft-to-hard vector quantization
  - etc.

Performance with different quantization methods.



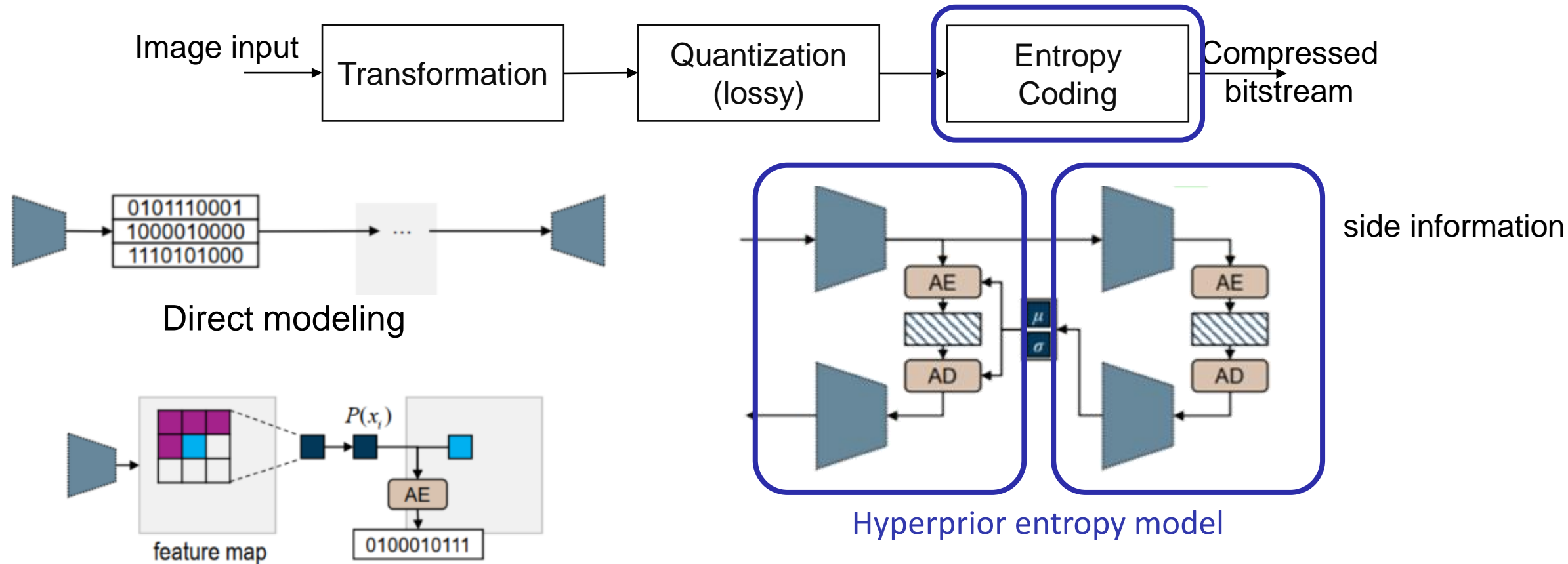


# Deep Image Compression: Learned Transforms



Hu et al., *Learning End-to-End Lossy Image Compression: A Benchmark*, 2020  
 Balle, *PCS 2018 – Learned Image Compression*

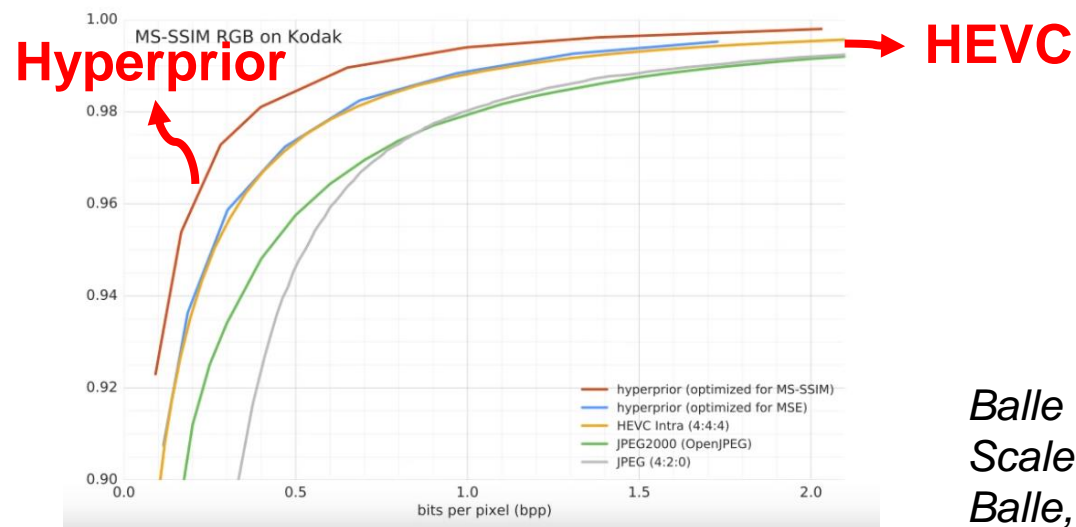
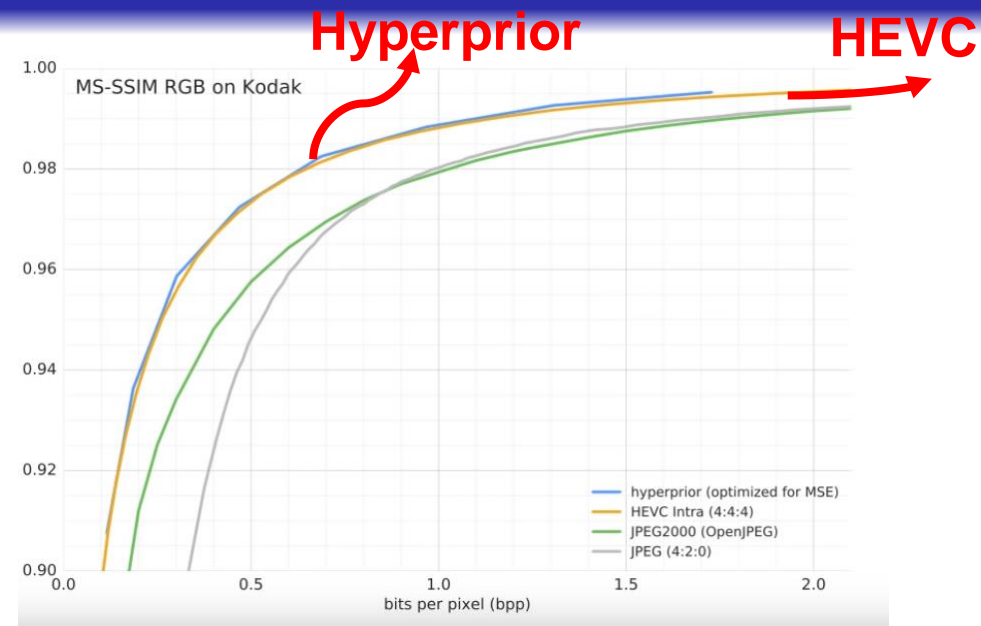
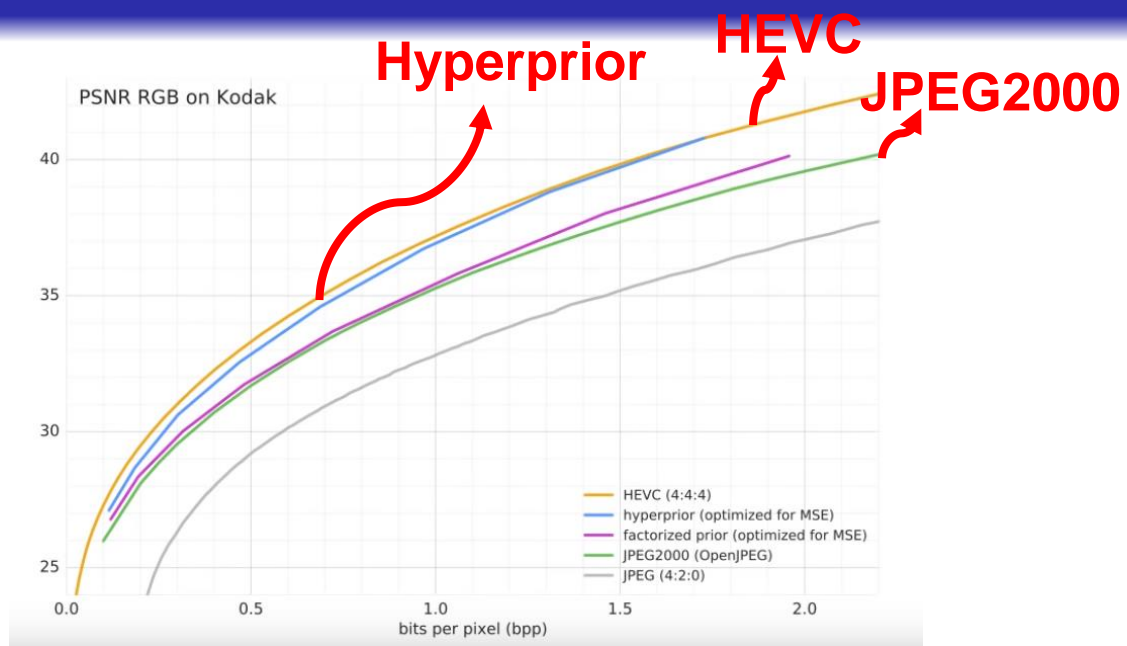
# Deep Image Compression: Entropy Coding



Spatial context model for latent code maps

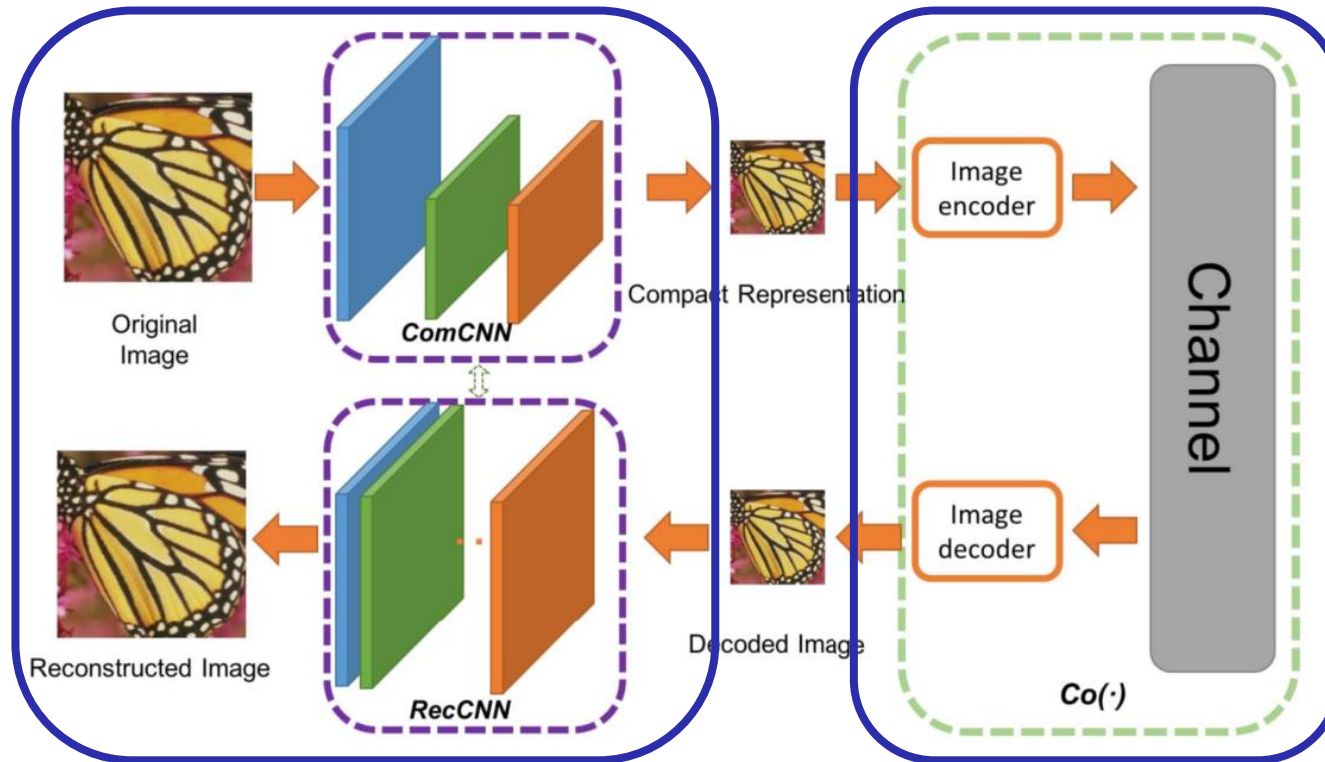
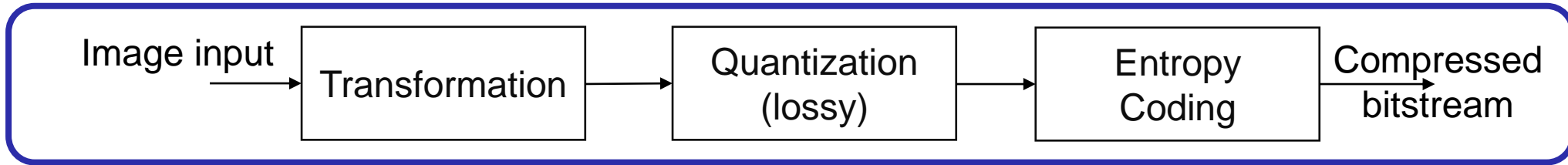
*Hu et al., Learning End-to-End Lossy Image Compression: A Benchmark, 2020*  
*Balle et al., Variational Image Compression with a Scale Hyperprior, 2018, ICLR*

# Deep Image Compression: Entropy Coding



*Balle et al., Variational Image Compression with a Scale Hyperprior, ICLR 2018*  
*Balle, PCS 2018 – Learned Image Compression*

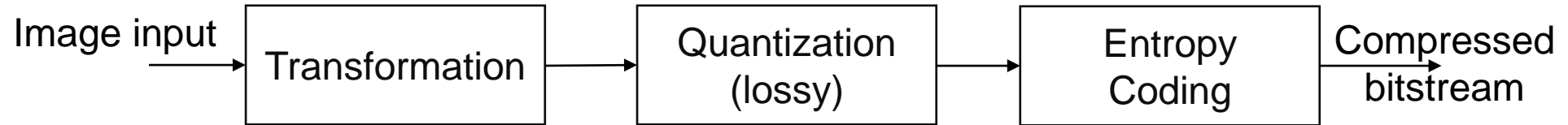
# Deep Image Compression: Deep Models Combined with Classical Methods



- Compatible with Traditional image codes: JPEG, JPEG2000, or BPG
- Outperform JPEG, JPEG2000
- Slightly better or comparable to original BPG

*Jiang et al. An End-to-End Compression Framework Based on Convolutional Neural Networks, 2018*

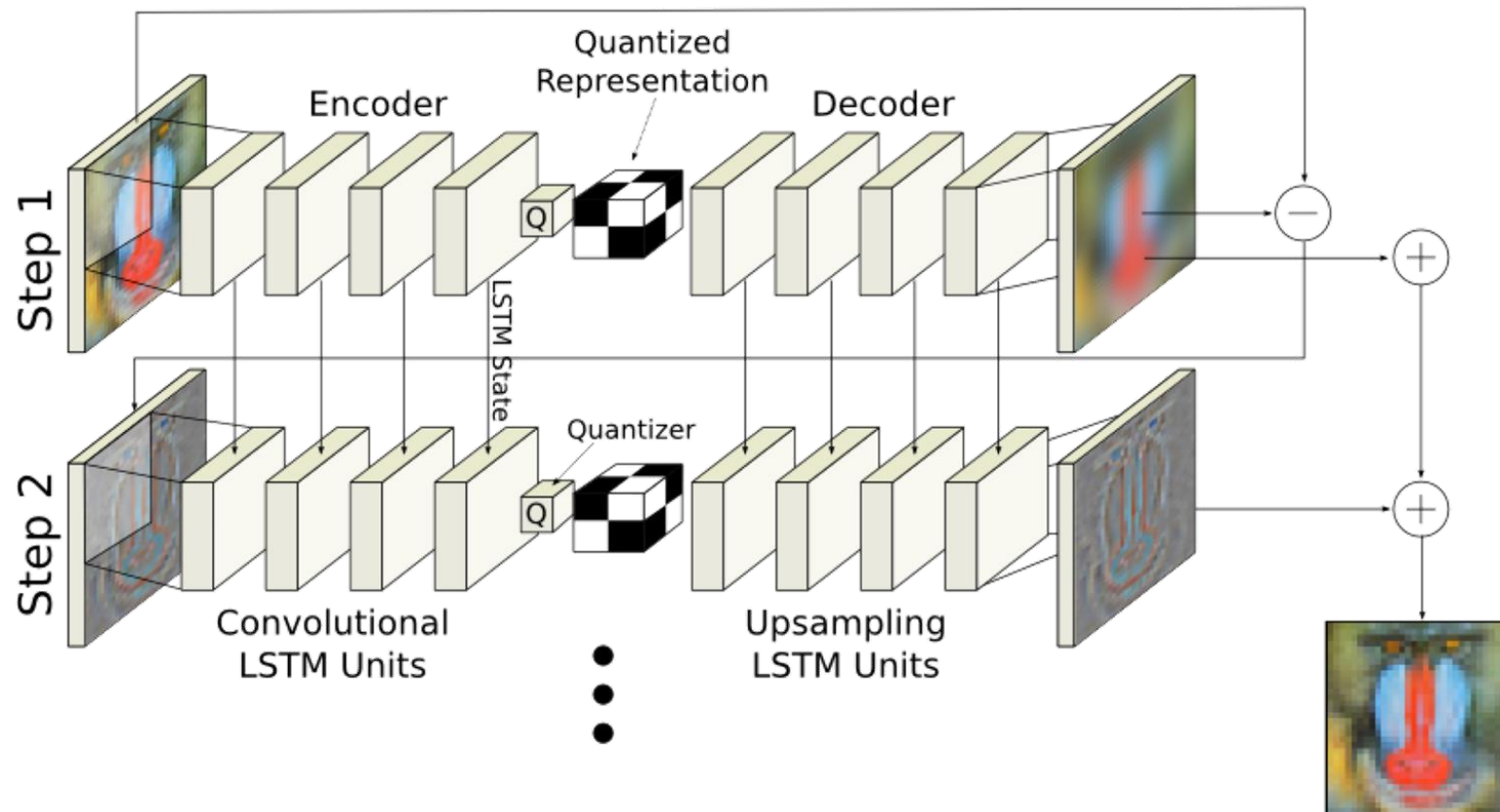
# Deep Image Compression



- **Piecemeal Approaches:**
  - Learned Transforms
  - Differentiable Quantization
  - Specialized Entropy Models
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- **End to End Approaches**
  - 'Deepen' the traditional image coding schemes
  - New image coding framework / deep scheme

Traditional framework

# Deep Image Compression: Deep Scheme

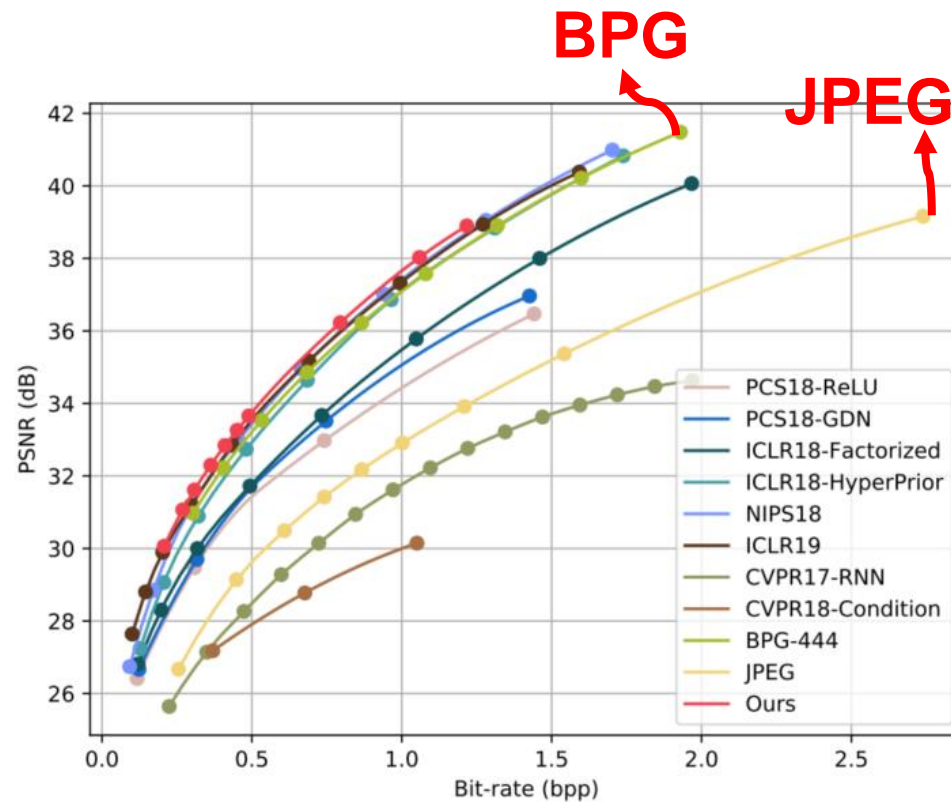


- First “feasible” neural compression method
- Ambitious (transform coding & replace entropy coding)
- Computationally intensive
- Better than JPEG, but **not** competitive with H.265

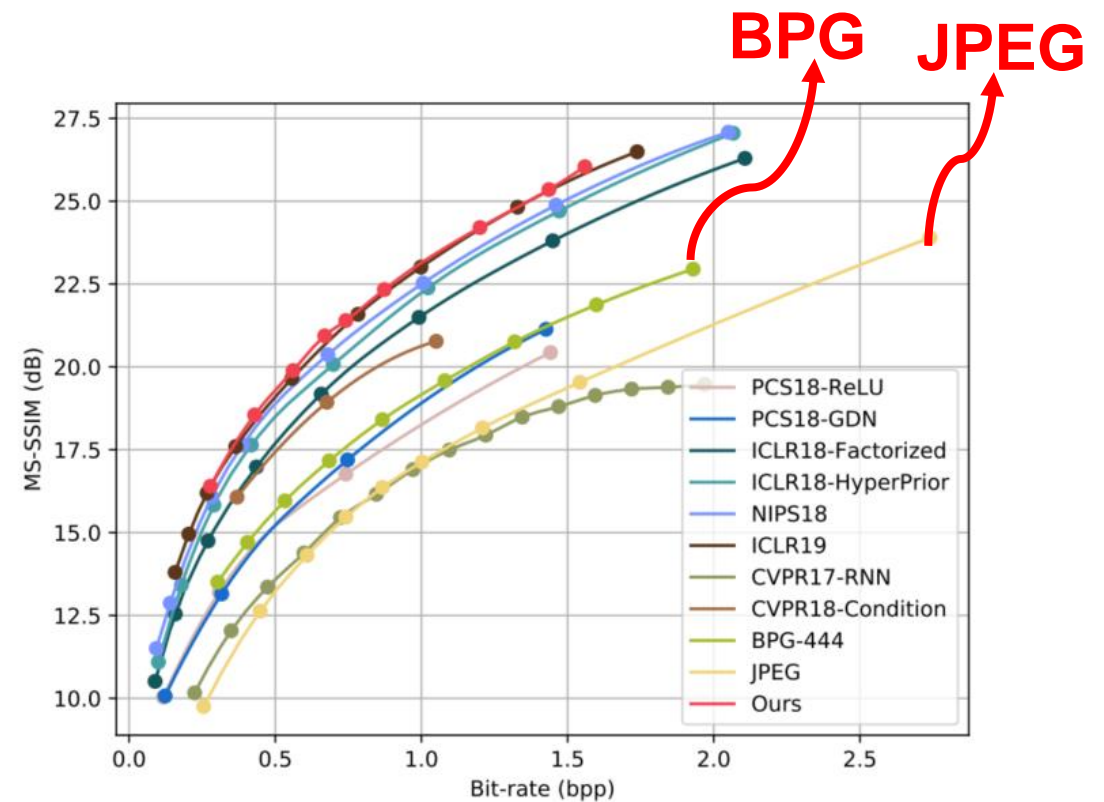
*Toderici et al., Variable rate image compression with recurrent neural networks, 2016, ICLR*  
*PCS 2019, Toderici, Neural Image Compression: Recent Developments and Opportunities, Keynote*



# Deep Image Compression: Performance



(a) Kodak, PSNR



(b) Kodak, MS-SSIM

- State of the art performance
- **Not** superior compared to HEVC in terms of PSNR
- **High** computational cost

*Hu et al., Learning End-to-End Lossy Image Compression: A Benchmark, 2020*



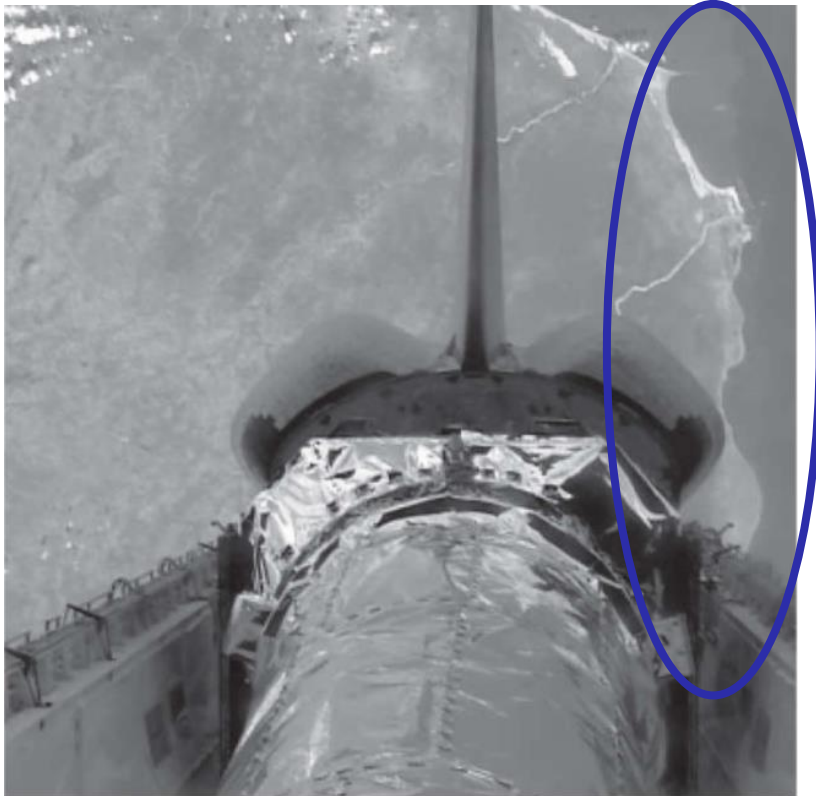
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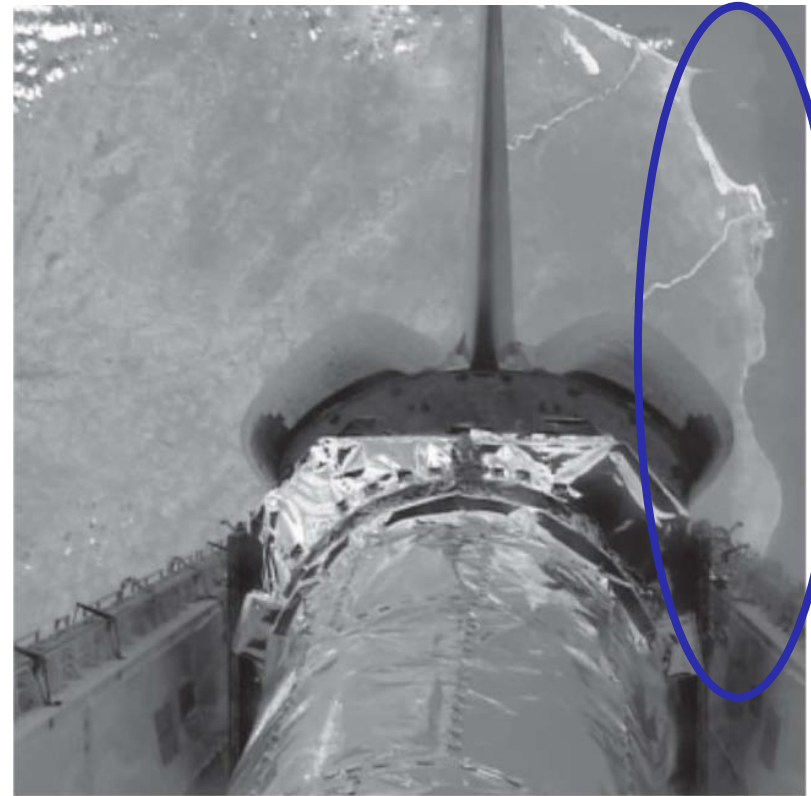
# Video Compression

- Temporal Redundancy
  - Take advantage of similarity between successive frames

**Frame 0**



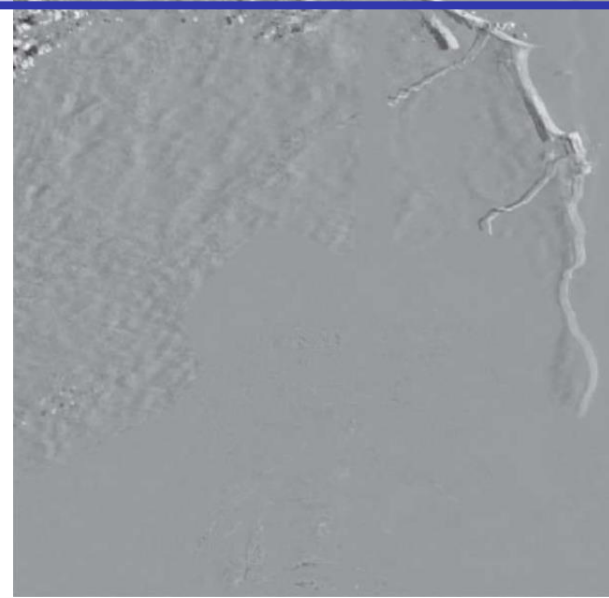
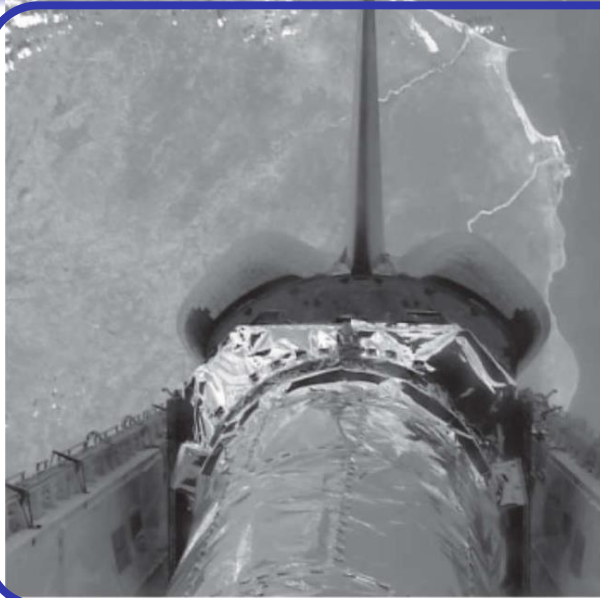
**Frame 1**



*Gonzalez et al., Digital Image Processing*

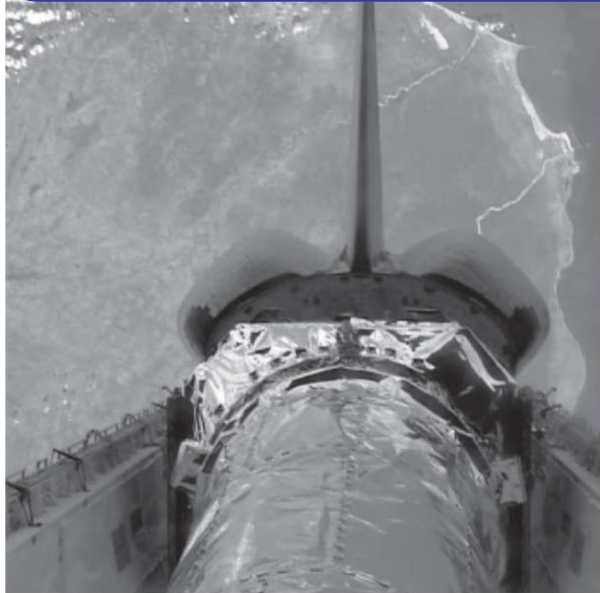
# Video Compression

Frame 0



Frame difference of frame 0 and frame 1c

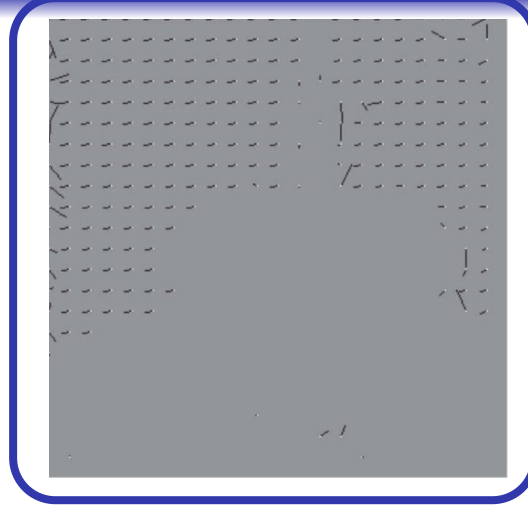
Frame 1



- The compression ratio can be 1.92

# Video Compression

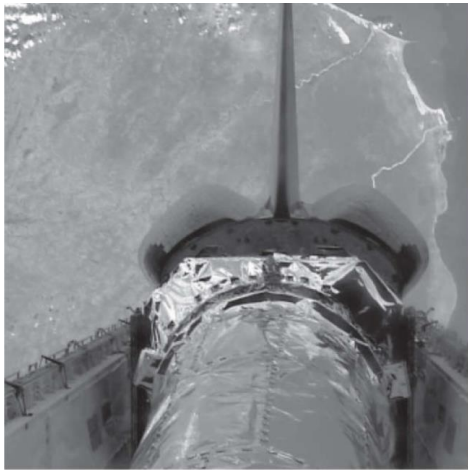
Frame 0



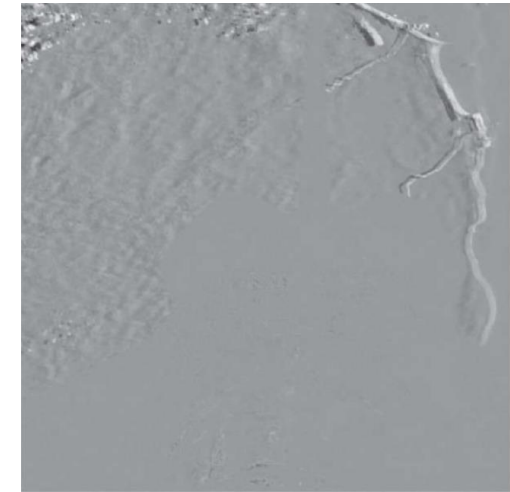
Motion Vector between Frame 0 and 1

- The compression ratio can be 2.63

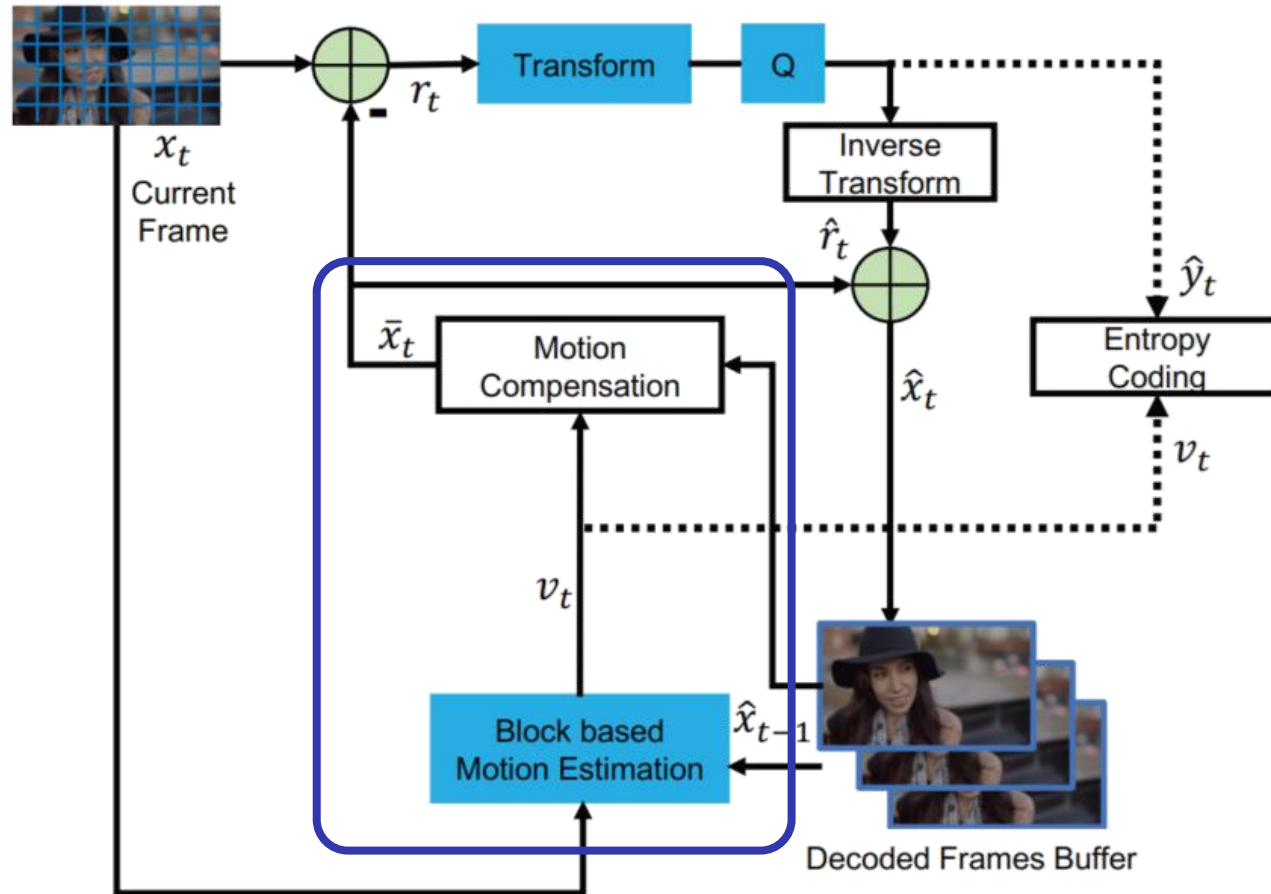
Frame 1



Frame difference after motion compensation



# Video Compression



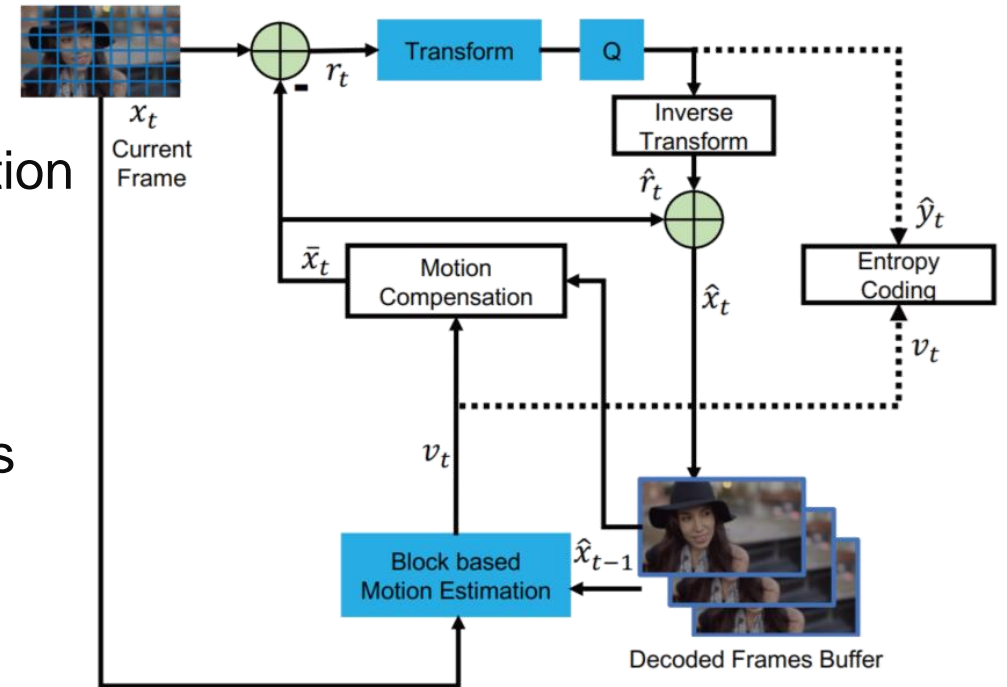
Traditional Video Compression Framework

- Motion estimation
- Motion compensation
- Transform
- Quantization
- Entropy coding
- Inverse transform
- Frame reconstruction

*Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR*

# Deep Video Compression

- Piecemeal Approaches:
  - Learned Motion estimation, motion compensation
  - Learned Transforms
  - Differentiable Quantization
  - Specialized Entropy Models
  - Deep models combined with classical methods
  - etc.
- End to End Approaches
  - 'Deepen' the traditional video coding schemes
  - New video coding framework / deep scheme



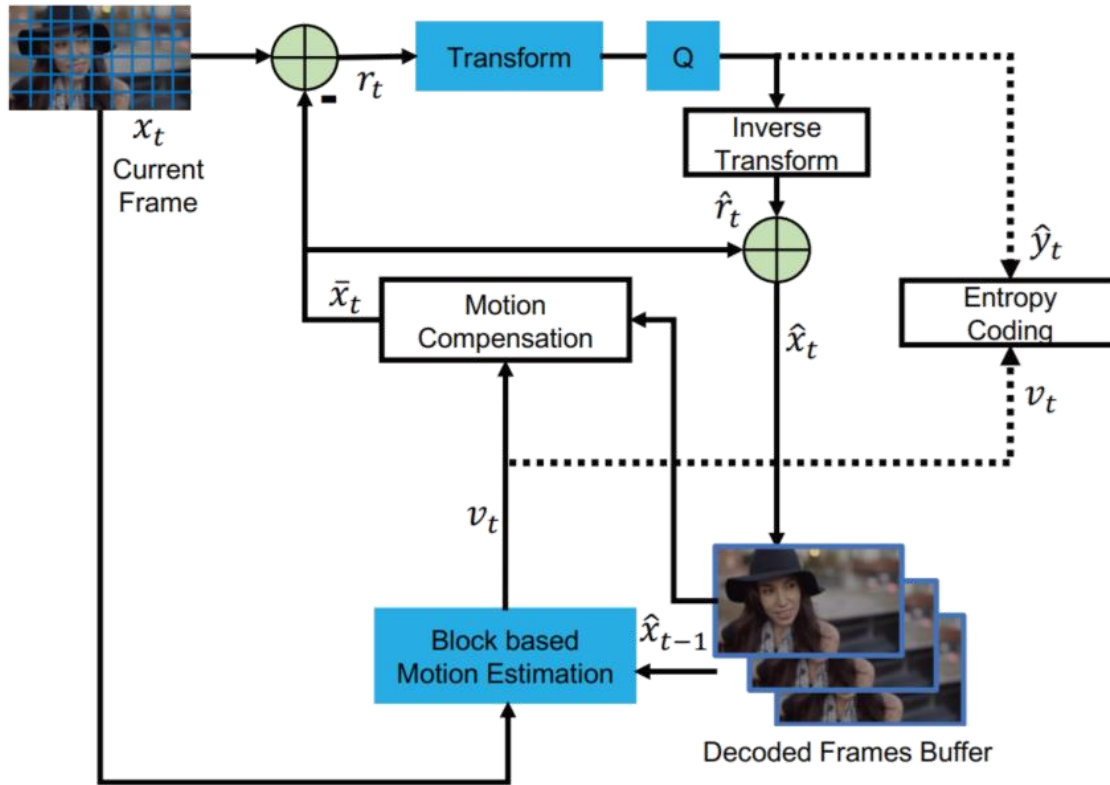
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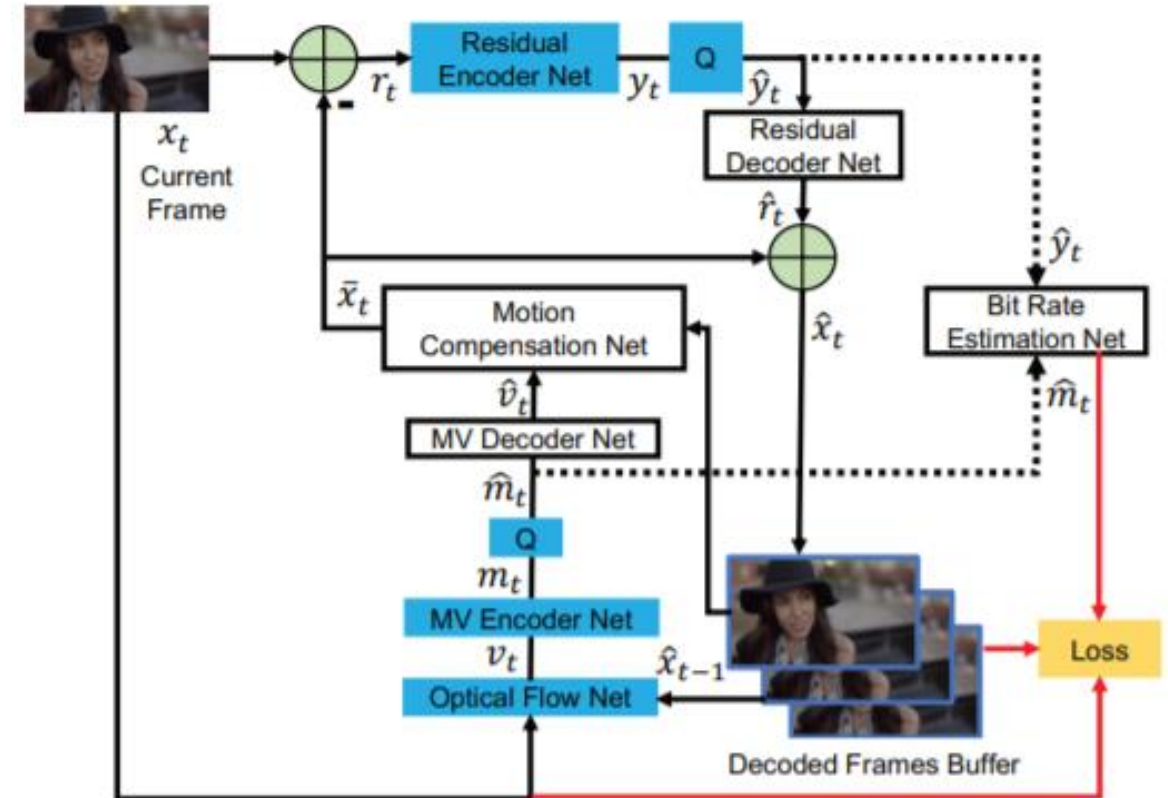


# Deep Video Compression: 'Deepen'

Traditional Video Compression Framework



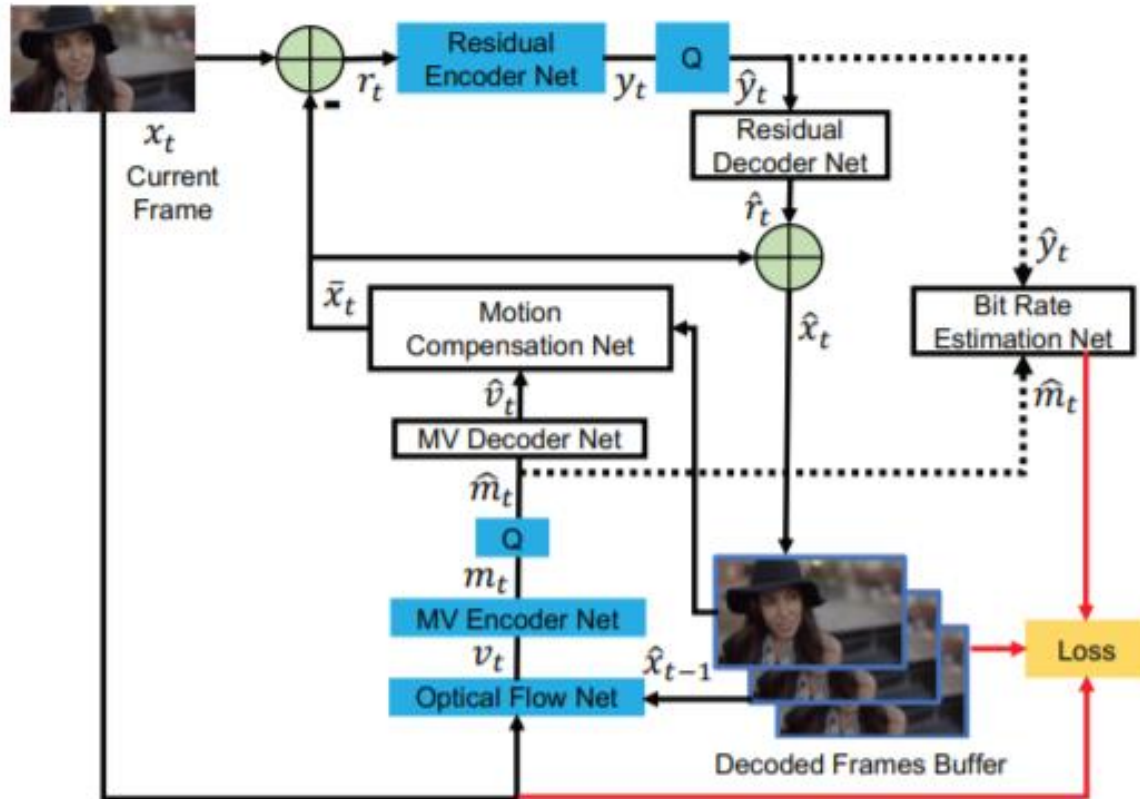
An end-to-end video compression network



Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

# Deep Video Compression: 'Deepen'

An end-to-end video compression network



Loss Function: rate-distortion optimization

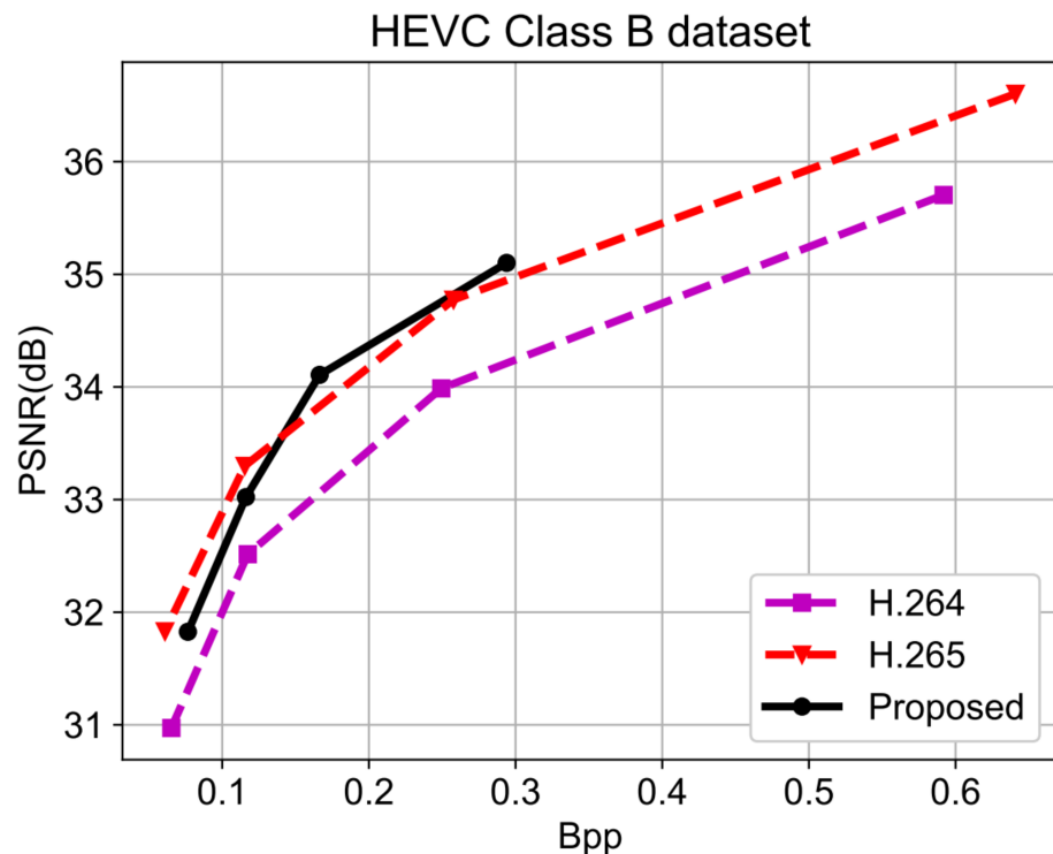
$$\lambda D + R = \lambda d(x_t, \hat{x}_t) + (H(\hat{m}_t) + H(\hat{y}_t))$$

$d$ : MSE error

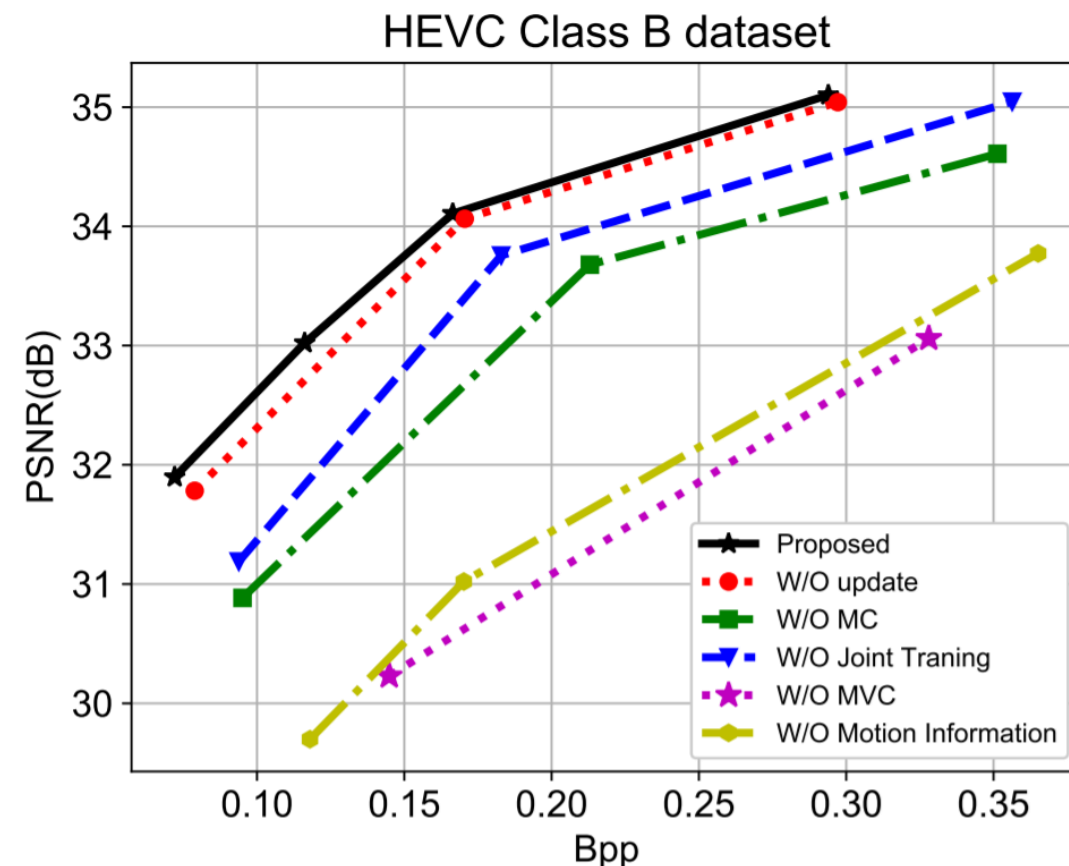
$H$ : the number of bits used for encoding the representations, including motion  $\hat{m}_t$  and residual  $\hat{y}_t$

Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

# Deep Video Compression: 'Deepen'



- Outperform H.264 in terms of PSNR
- Similar or better compared to H.265



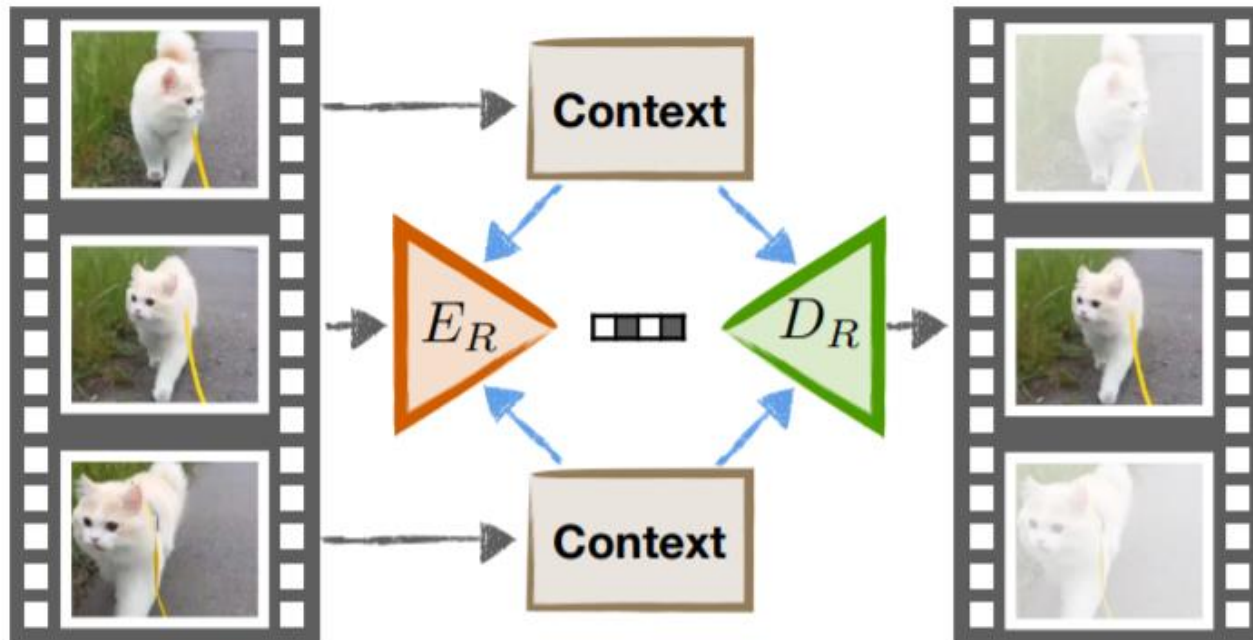
- Joint training the 'deepen' framework achieves the best performance

Luo et al., DVC: An End-to-end Deep Video Compression Framework, 2019, CVPR

# Deep Video Compression: Deep Scheme

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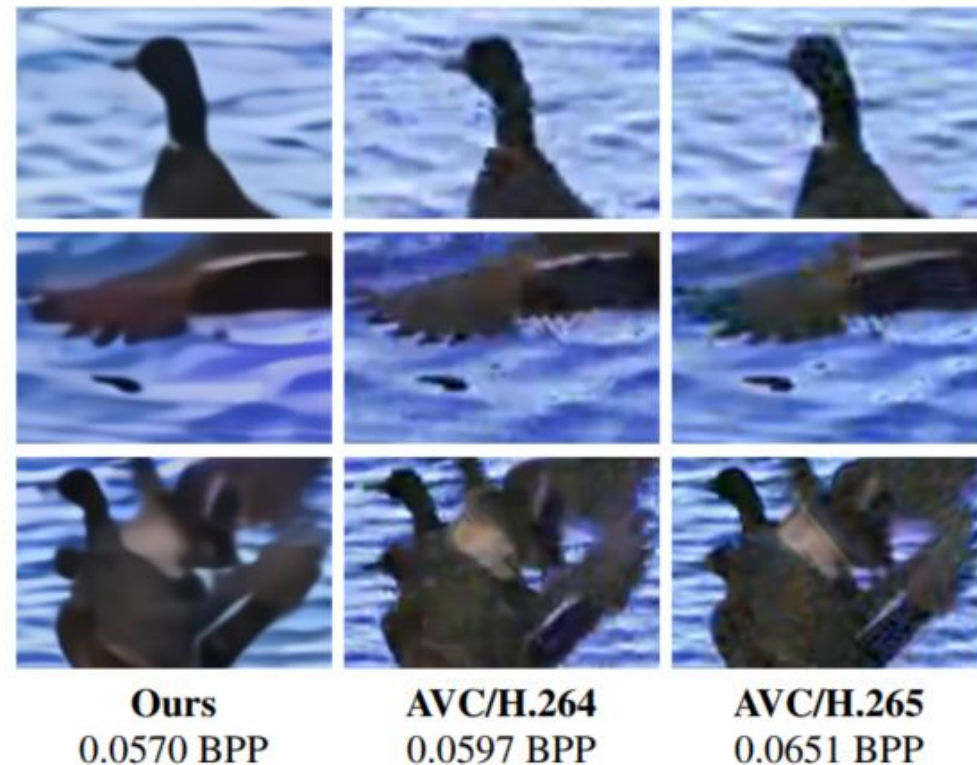
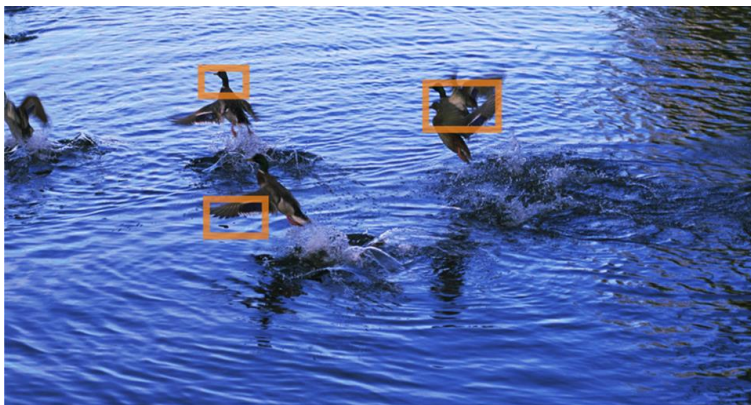
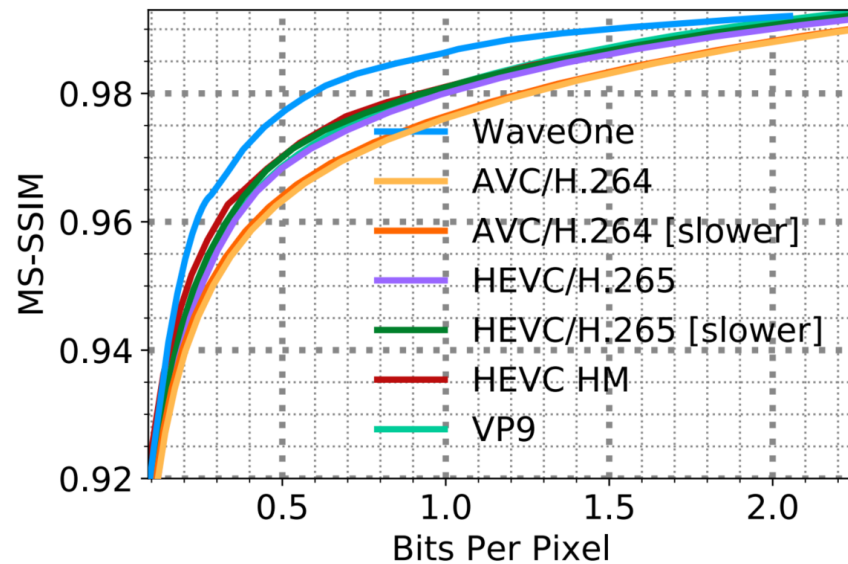


- Video compression -- Repeated image interpolation
- Encodes key frames via NN
- Reconstructs remaining frames by interpolating
- On par with [H.264](#)

*Wu et al. Video Compression through Image Interpolation, 2018, ECCV*



# Deep Video Compression: Performance



- State of the art performance (MS-SSIM)
- Not sufficient for real-time deployment

*Rippel et al., Learned Video Compression, 2019, ICCV*

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- Conclusion

# Special Purpose Coding

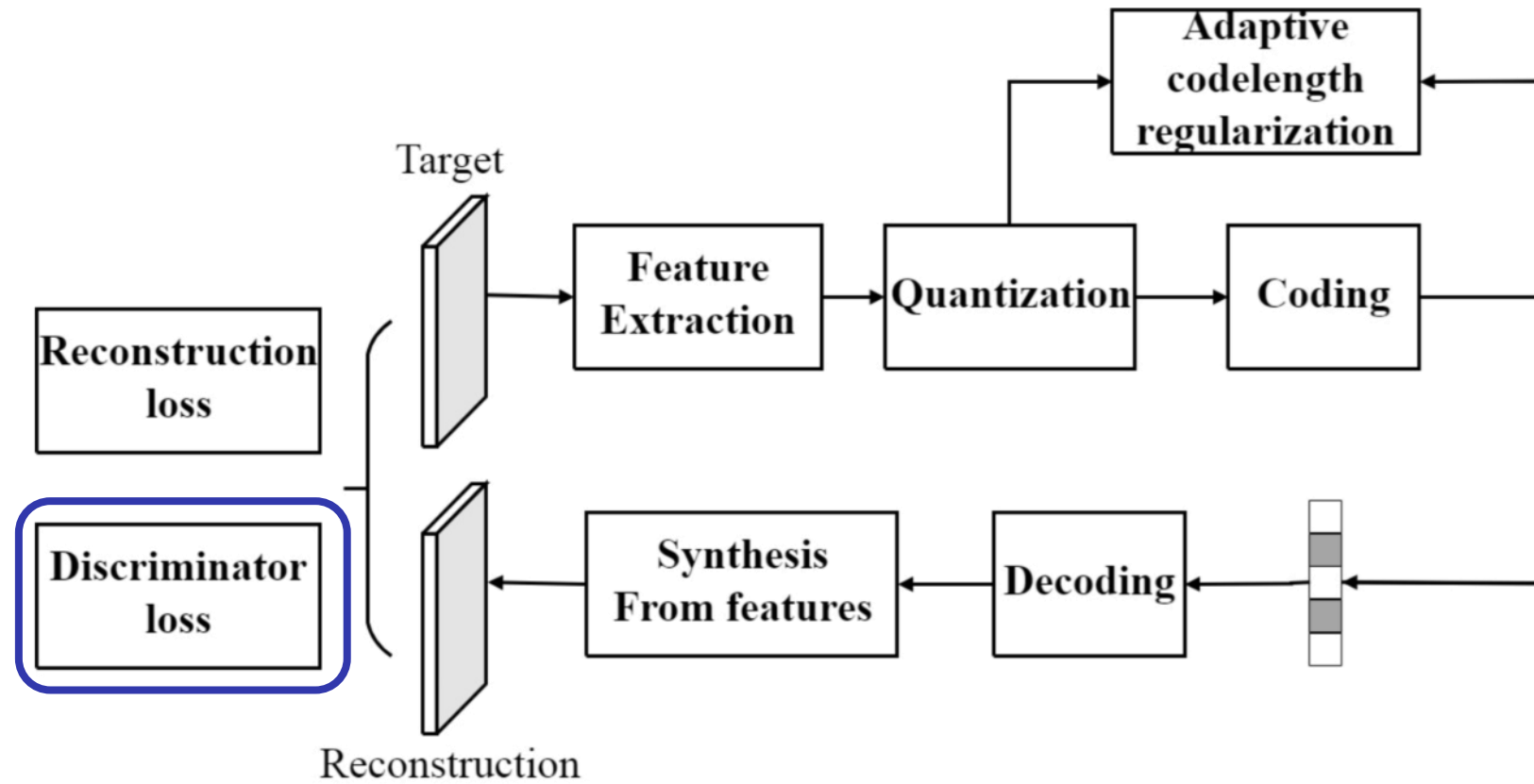
- Distortion: MSE, SSIM, PSNR, etc.
- Perceptual Naturalness of the reconstructed image/video
- Extreme Image Compression, e.g. targeting bitrates below 0.1 bpp

Generative modelling:

GAN (generative adversarial network), VAE (variational auto-encoder)



# Special Purpose Coding



- **Discriminator loss:** encourages visually pleasing reconstructions

*Rippel et al., Real-Time Adaptive Image Compression, 2017, ICML*

# Special Purpose Coding

**Original**  
24 BPP



- Run in real-time
- Across different quality levels
  - 2.5 times smaller than JPEG, JPEG2000
  - 1.7 times smaller than BPG



**JPEG**  
0.0826 BPP



**JPEG 2000**  
0.0778 BPP



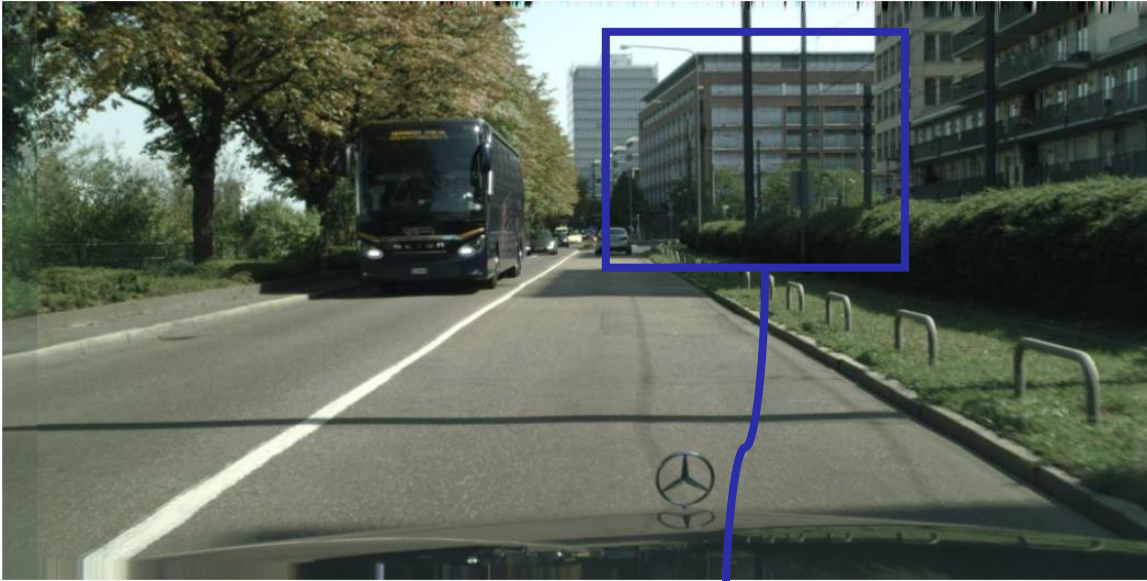
**WebP**  
0.0945 BPP



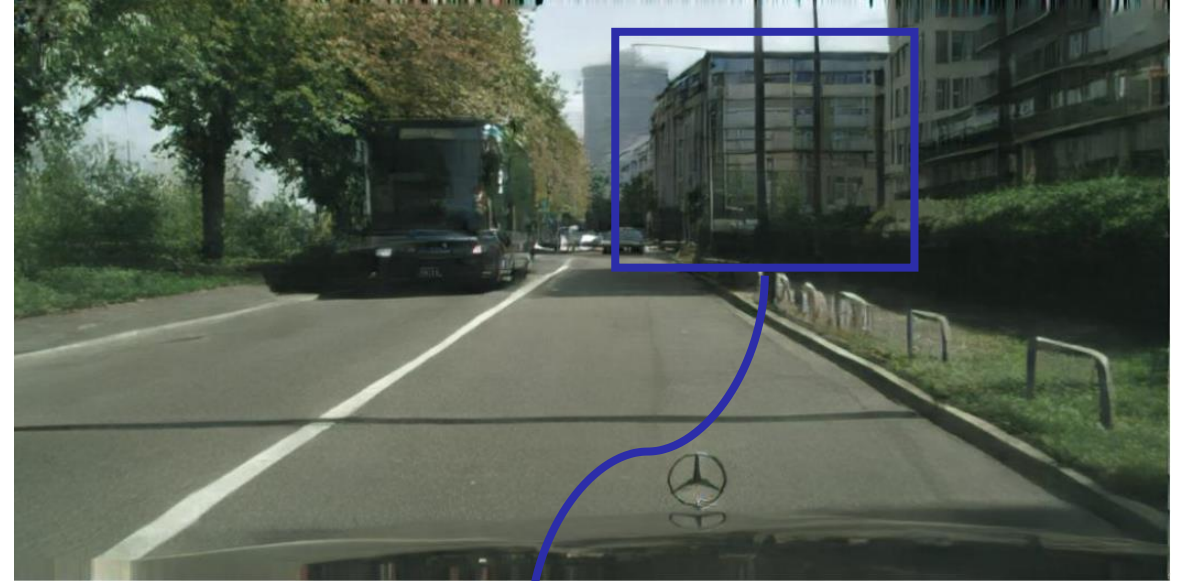
**Ours**  
0.0768 BPP

*Rippel et al., Real-Time Adaptive Image Compression, 2017 ICML*

# Special Purpose Coding



- Original

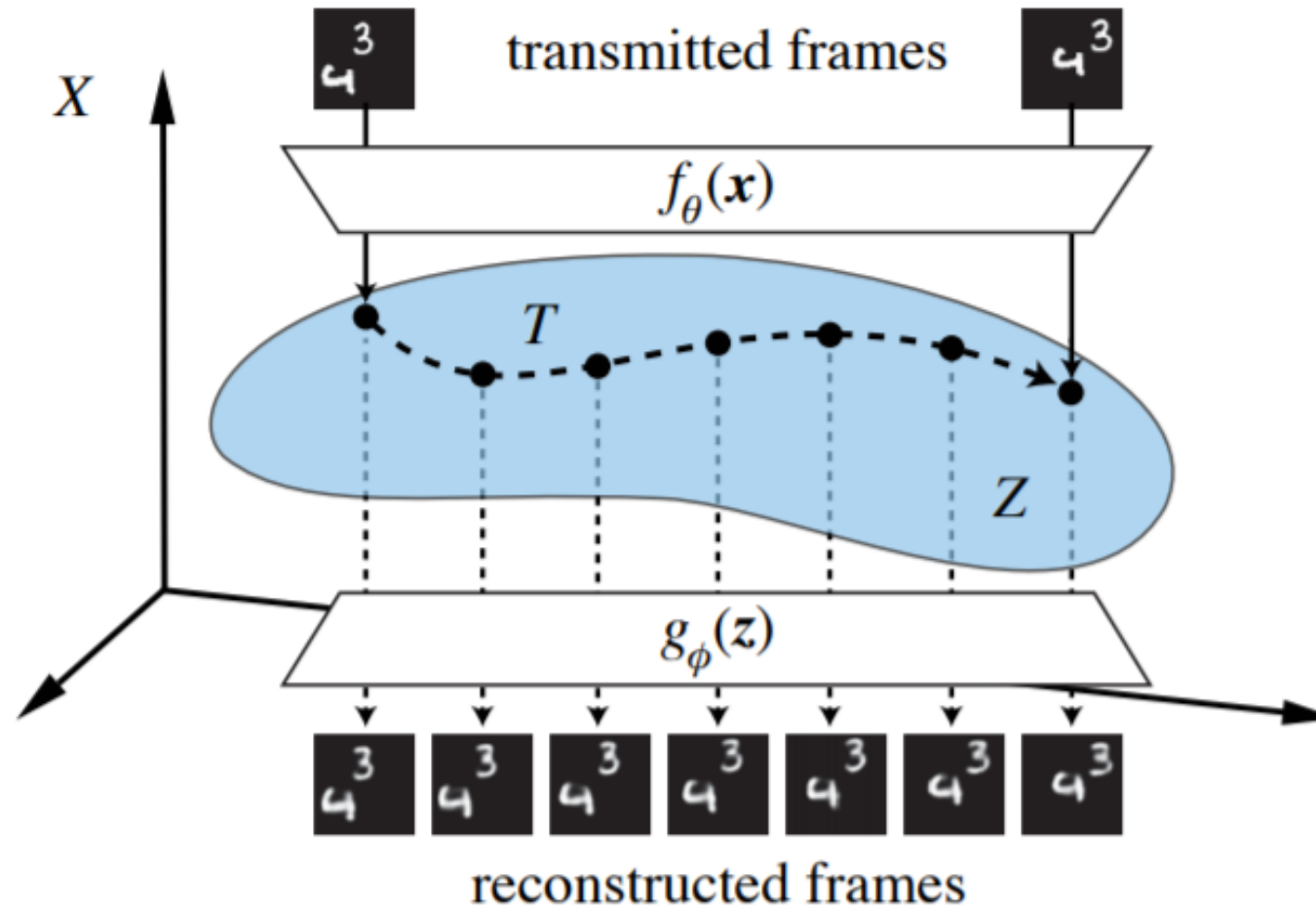


- Decoded image by GAN based method



*Agustsson et al., Generative Adversarial Networks for Extreme Learned Image Compression, 2019, ICCV*

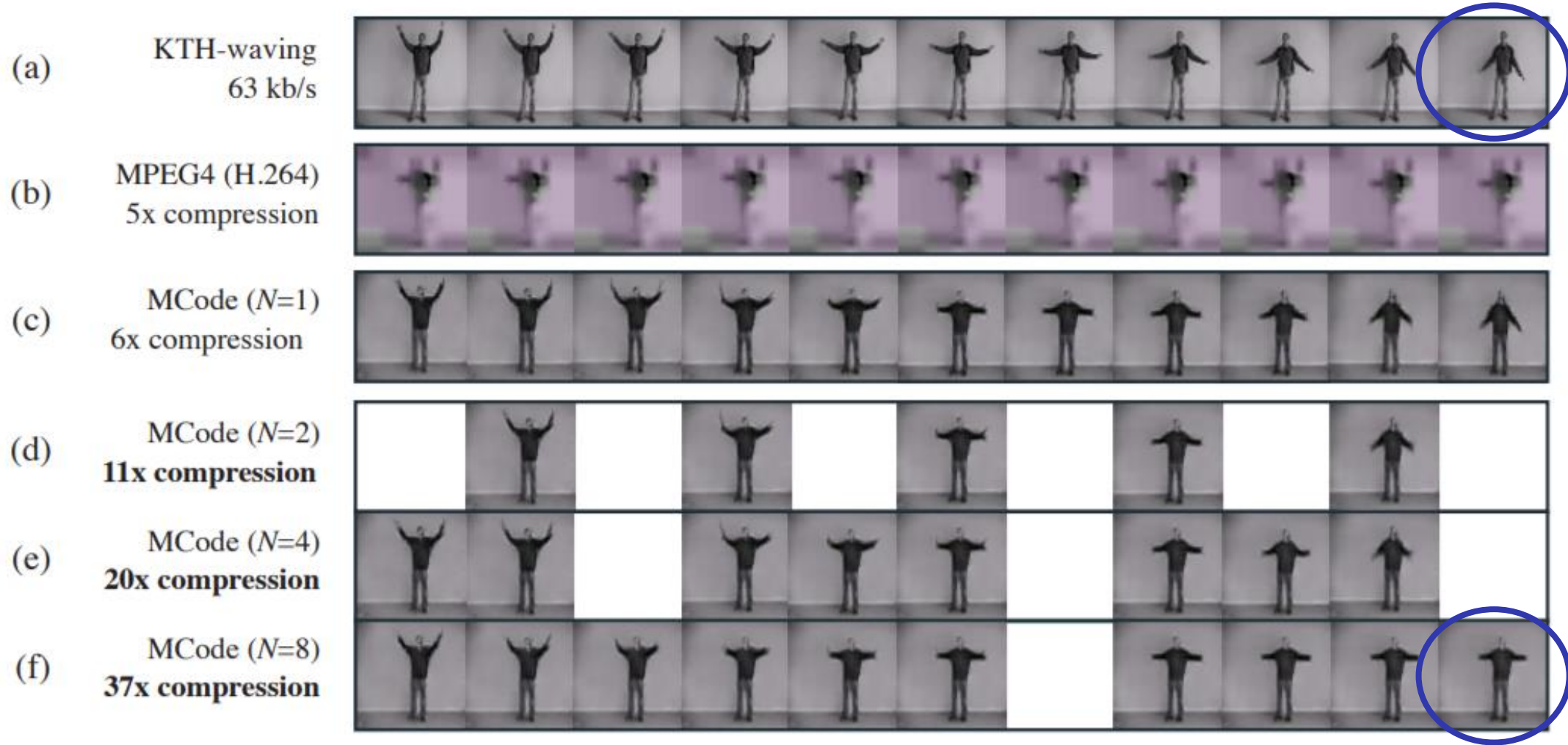
# Special Purpose Coding



*Santurkar et al. Generative Compression, 2018, PCS*



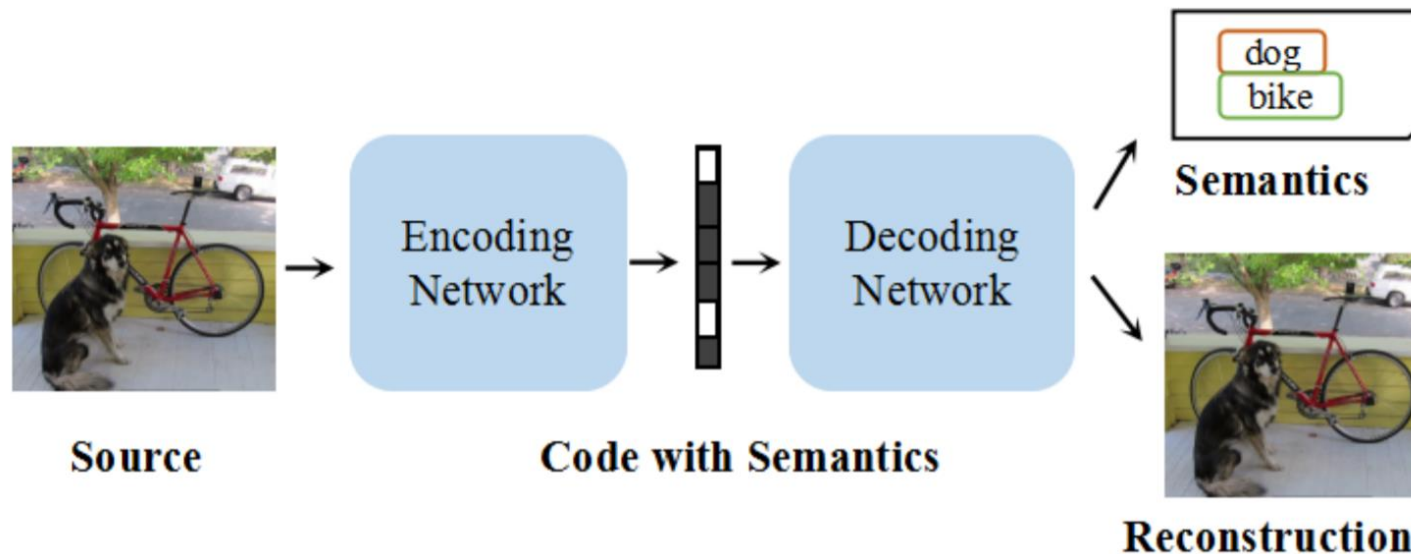
# Special Purpose Coding



*Santurkar et al. Generative Compression, 2018, PCS*

# Special Purpose Coding

- Semantic coding



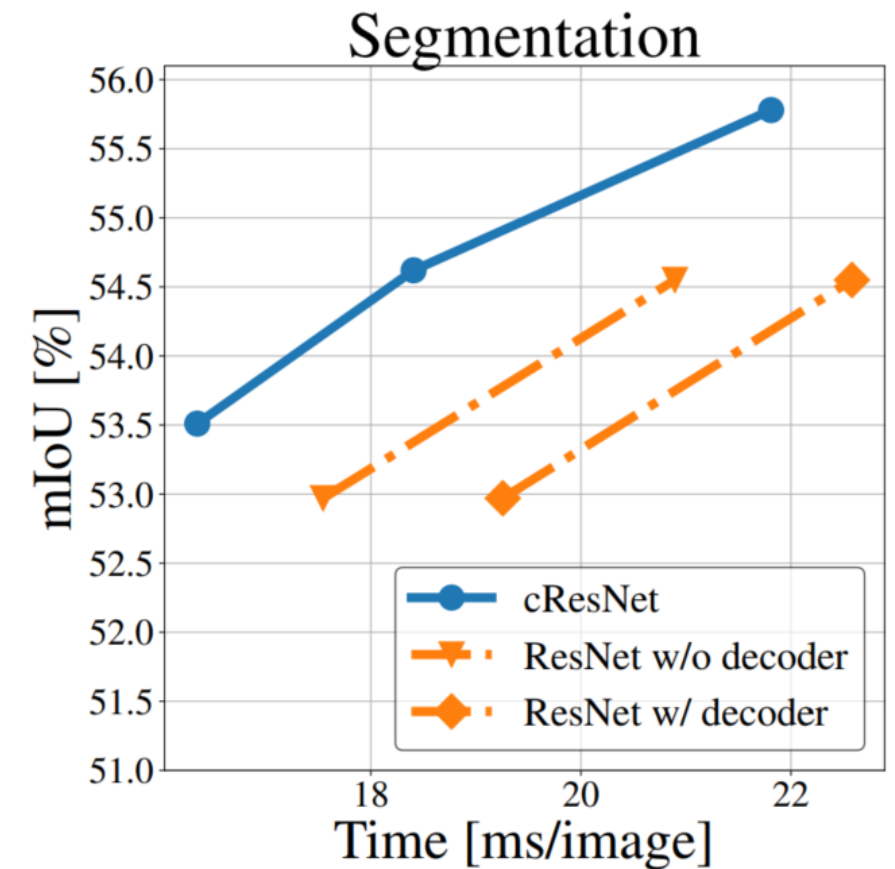
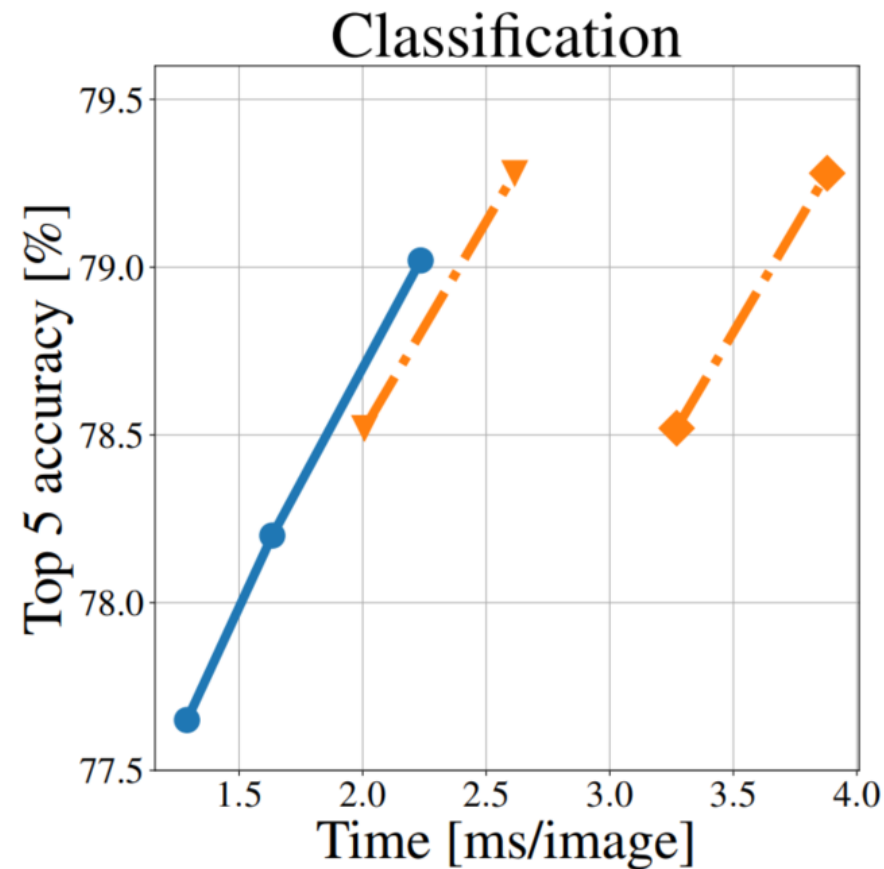
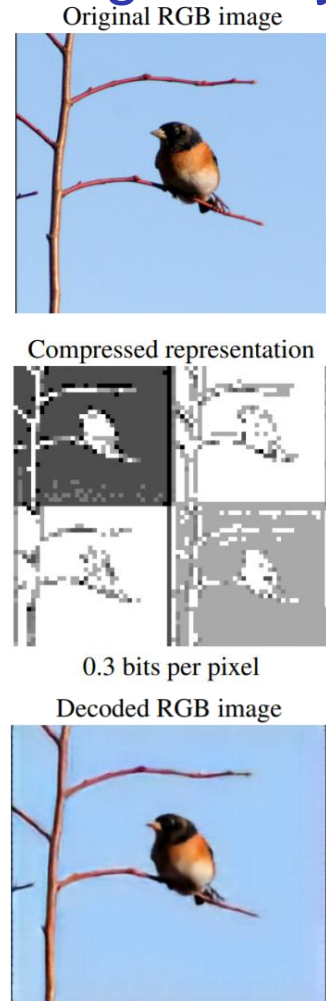
- Carry semantic information during storage and transmission
- Reduce computation of semantic analysis (such as object recognition) in client-side applications.

**Loss:** compression ratio + distortion + semantic analysis

*Luo et al., DeepSIC: Deep Semantic Image Compression, 2018, ICONIP*

# Special Purpose Coding

- Image analysis in the compressed domain



Torfason et al., Towards Image Understanding from Deep Compression without Decoding, 2018, ICLR

# Dataset

- Training dataset
    - Many existing image sets: ImageNet, DIV2K, *etc.*
    - Vimeo-90k dataset
      - 89,800 independent clips that are different from each other in content.
  - Testing dataset
    - Kodak: 24 images with resolution 512x768
    - Tecnick: 100 images with resolution 1200x1200
    - UVG dataset
    - HEVC Standard Test Sequences
  - **CLIC** -- CVPR Workshop and **C**hallenge on **L**earned **I**mage **C**ompression
    - On average with resolution of 1913x1361 for mobile photos
    - On average with resolution of 1803x1175 for professional photos
    - Updated year by year, since 2018
    - 2020
      - Predicted Frame Encoding track
      - Low bitrate track
- Self supervised  
No manual label is needed



# Outline

- Introduction of Image/Video Compression
- Image Compression
- Video Compression
- Special Purpose Coding
- Conclusion

# Summary: Use of Deep Learning for Image/Video Compression

- Image Compression
  - Piecemeal Approaches
  - End to End Approaches
- Video Compression
  - Piecemeal Approaches
  - End to End Approaches
- Special purpose coding
  - Perceptual Naturalness
  - Extreme image compression
  - Semantic coding
  - Image analysis in the compressed domain

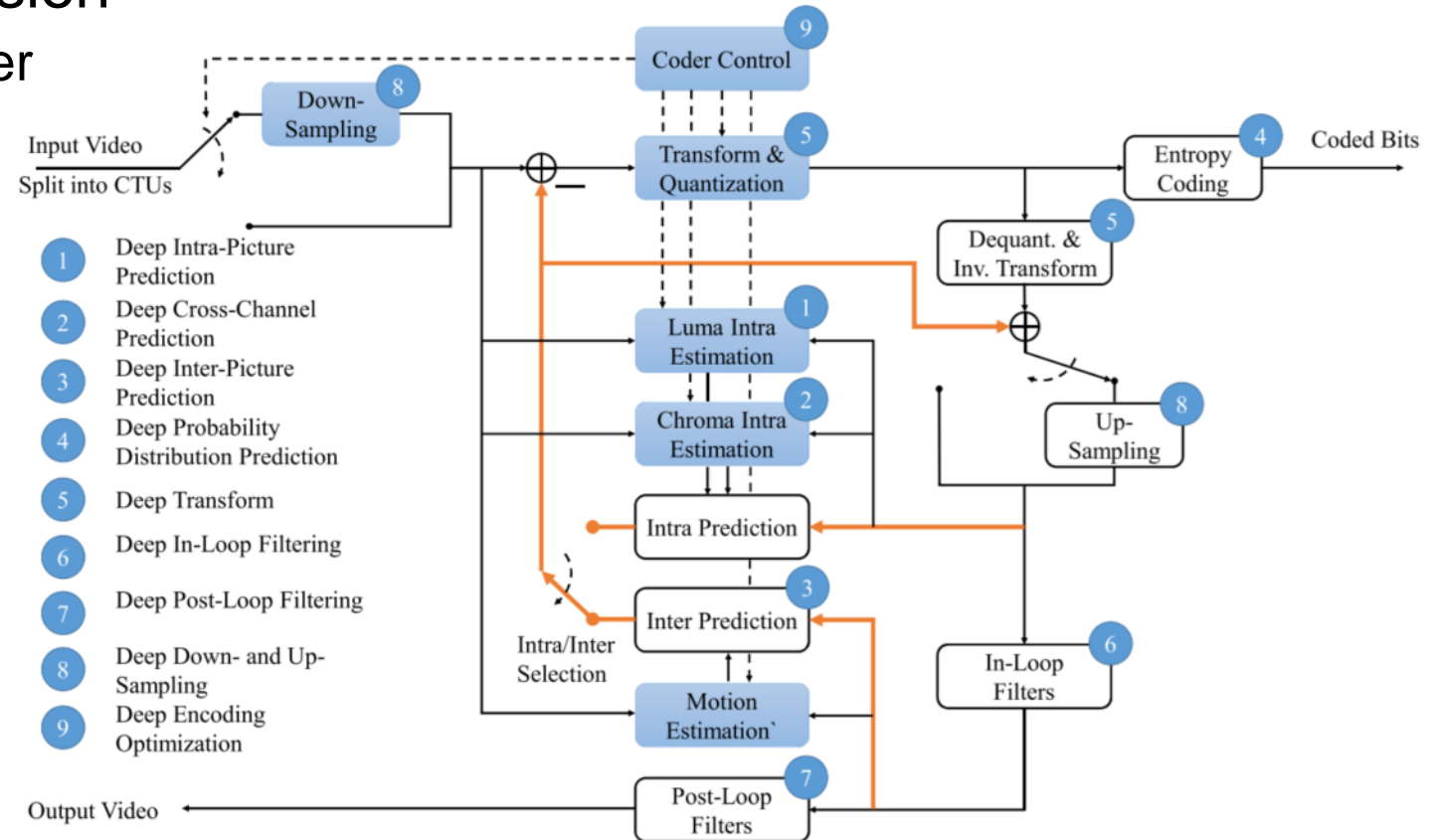
# Discussion

- Neural to Classical Compression

- Some blocks can be ported over

- Learned transforms
- Better entropy models
  - e.g. Hyperprior
- Learned motion estimation
- etc.

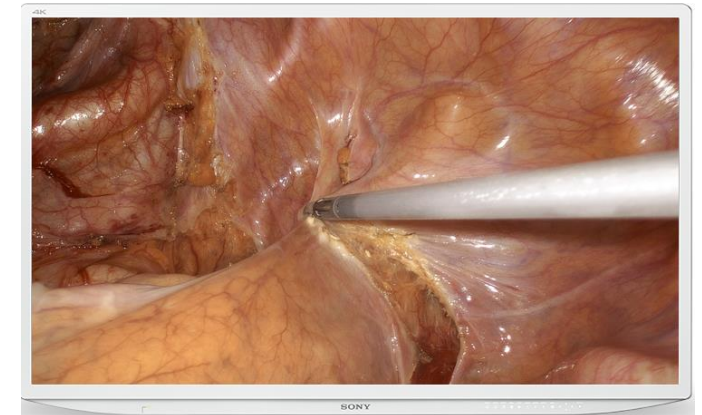
- ‘Deepen’ traditional coding schemes
- End to end deep schemes



# Discussion

- Whole framework can be **jointly optimized**
- Flexible
  - MSE, SSIM, other differentiable objective metrics
- Optimization for special purpose:
  - perceptual naturalness
  - extreme image compression
  - semantic coding
  - ...
- Chance for new and more flexible schemes
- May help solving new challenges, e.g. medical data

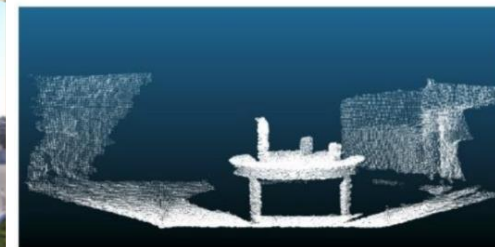
Medical data



4K,8K



Panorama



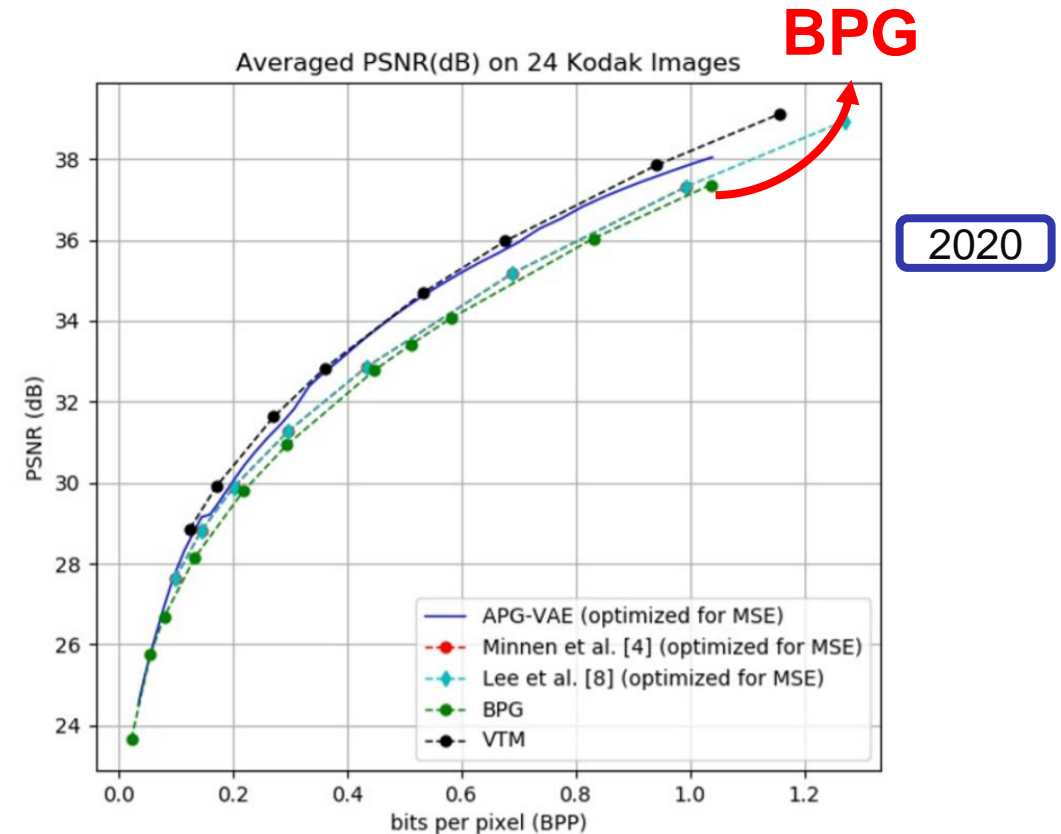
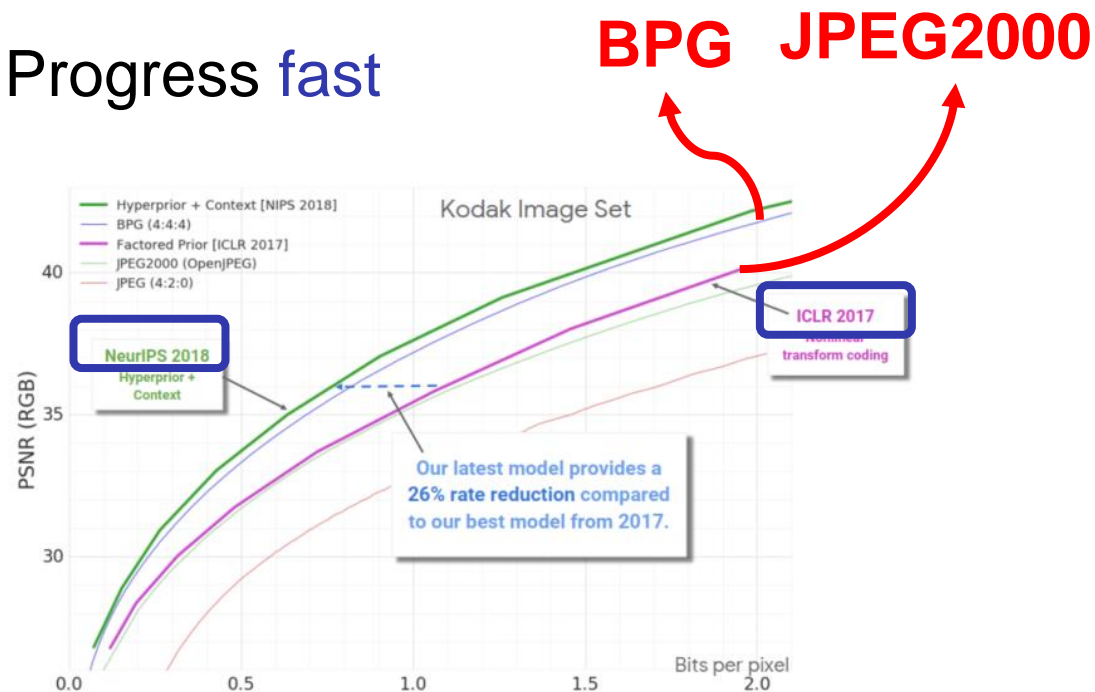
Point cloud

# Discussion

Although,

- In its infancy, outperforms the JPEG2000 and slightly better/start to outperforms HEVC
- Computational demanding

Progress fast



PCS 2019, Toderici, Neural Image Compression: Recent Developments and Opportunities, Keynote

Cui et al., G-VAE: A Continuously Variable Rate Deep Image Compression Framework, 2020, arxiv

# Future Considerations

- Deep compression for new data: point cloud, AR/VR data, medical data
- Computational efficient compression
- Energy efficient compression
- Better quality metrics: more perceptual related

# Thank you