



Overview of VCEG Activities

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VCEG background

- VCEG is Question 6 of ITU-T Study Group 16
- Traces its roots to H.120 (1984/1988) and H.261 (1988/1990)
- Next after that
 - Joint development of H.262 / MPEG-2 video
 - H.263, initially for videotelephony, later extensions H.263+, H.263++
 - Exploration and joint development of AVC (H.264 / MPEG-4 part 10)
 - Several major extensions: FRext, SVC, MV, 3D
 - Supplemental enhancement information (SEI)
 - Exploration and joint development of HEVC
 - Similar major extensions, screen content coding, & SEI
 - Exploration beyond HEVC
- Became a separate "Question" in 1996

VCEG domain

- Video coding
- Still-image coding (most jointly through JPEG)
- Related data
 - Video back-channel messages
 - Coding-independent code point video/image signal type identifiers
- Coordination with related organizations
- Recent work: Mostly requirements, exploration and oversight of joint work
- Also maintenance and extension of prior standards

VCEG AHG on requirements for future applications, devices, and formats

- Chairs: Thomas Wiegand, Kei Kawamura and Rickard Sjöberg
- Mandates
 - Review and update requirements for next-gen video coding beyond HEVC
 - Work towards developing a draft call for evidence / call for proposals for such work
 - Identify trends in the evolution of formats
 - Identify new applications for digital video and their requirements
 - Estimate development of devices and computing evolution
 - Study network transport issues
 - Identify other application requirements related to video coding standardization in Q6/16

VCEG & JPEG joint AHG on potential future collaboration between JPEG and Q6/16

- Chairs: Justin Ridge and Fernando Pereira
- Mandates
 - Survey areas of potential collaboration between WG 1 and Q6/16
 - Identify a small number specific topics of greatest potential for such future collaboration
 - Prepare and submit a report on the above for review at the July interim meetings

Oversight of JVET and beyond-HEVC compression

- Became an informal collaboration with MPEG in October 2015
- Now the "Joint Video Exploration Team" (JVET)
 - Compression of conventional 2D video
 - HDR/WCG video
 - Omnidirectional 360-degree projection-mapped video
- Current status: Preliminary "Call for Evidence"
- Potential new standard 2020

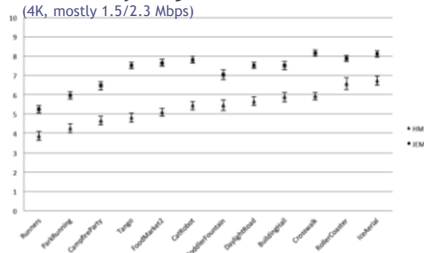
JEM 5 Compression Gain over HEVC (Main 10 Profile, HM 16.14, luma PSNR)

Class	Resolution	Random Access	All Intra	Low Delay B
A1 (People)	3840x2160	28%	22%	—
A2 (Other)	3840x2160	36%	24%	—
B	1920x1080	27%	18%	21%
C	832x480	26%	19%	21%
D	416x240	26%	15%	22%
E (Videoconf)	1280x720	—	22%	25%
Overall		29%	20%	22%

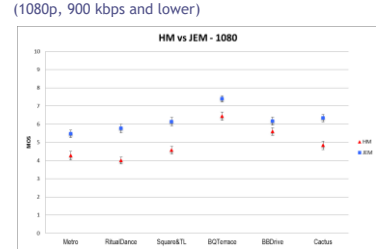
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Overall		29%	20%	22%
Encode time		12x	63x	10x
Decode time		10x	2x	8x

JEM 4 Compression Gain over HEVC Preliminary *Subjective* Test Results



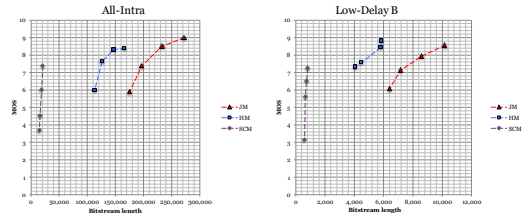
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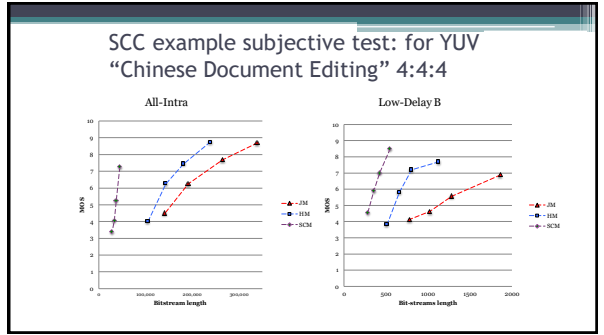
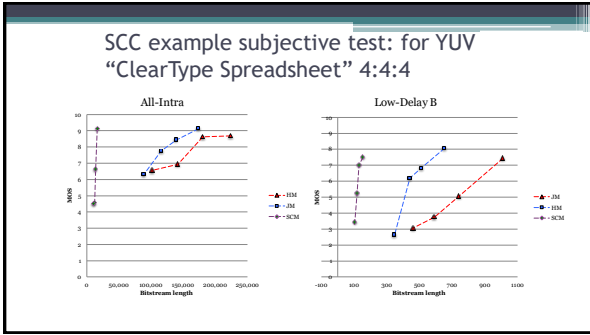


Oversight of JCT-VC collaboration on HEVC: Recent activity

- Screen content coding follow-up
 - Conformance
 - Reference software
 - Verification testing
- HDR/WCG video handling
 - Paper on "PQ10" HDR/WCG video coding
 - Paper on HDR/WCG signalling, backward compatibility, and display adaptation
- SEI & VUI & CICP signal type identifiers (esp. HDR & colour)
 - New Rec. H.273 for CICP (corresponds to part of ISO/IEC 23001-8)

SCC example subjective test: for RGB "ClearType Spreadsheet" 4:4:4





Coding practices for HDR/WCG coding

The diagram illustrates the video coding process. It starts with an "Outofscope" input stage, followed by an "Inscope" stage containing "Coding" and "Decoding" processes. The "Coding" process includes "Encoding" and "Decoding" sub-processes. The "Decoding" process includes "Decoding" and "Display" sub-processes. The final output is an "Outofscope" stage. The diagram also includes a legend for "Inscope" and "Outofscope" components.

- "Conversion and Coding Practices for HDR/WCG $Y'CbCr$ 4:2:0 Video with PQ Transfer Characteristics" –report completed January 2017 (ITU-T H.Supp15 | ISO/IEC 23008-14)
 - Collection of "good practices"
 - Adaptive quantization step size control (smaller luma QP & even smaller chroma QP for bright areas)
 - Linear-light RGB 4:4:4 \rightarrow $Y'CbCr$ PQ 4:2:0 to bit \rightarrow back to 4:4:4
 - SEI/VUI metadata
 - Metadata (e.g., mastering display colour volume & content light level)
- "Signalling, Backward Compatibility, and Display Adaptation for HDR/WCG Video" second report being drafted – planned to be completed October 2017