

From: Kazushi SATO <kazushi@av.crl.sony.co.jp>
Sent: Monday, August 19, 2002 12:38 PM
To: Benzler Ulrich (FV/SLM) *
Cc: 'Yoshinori Suzuki'; Luthra Ajay-MGI1164; Jvt-Experts (E-mail)
Subject: [jvt-experts] Re: AW: Re: Special (Funny) Position ad-hoc group

> Dear Ajay, Yagasaki-san, Suzuki-san, colleagues,
>
> regarding D106 (Block Boundary Mirroring), I propose to use the same
> conditions that will be used for the "Special Position" experiments.
> As several people asked for it in Klagenfurt, I will add the
> interlaced test set (i.e. Canoa Valesia, F1 car, Rugby, Tempete, Football and Bus).
> Following Ajay's suggestions, I think it will be sufficient to code
> these sequences in HHR (full 601 will take a very long time, and is
> unlikely to provide different results).

I have one question: how will we deal with HHR simulation result for visual quality evaluation? Do we need to up-sample the decoded images by 1:2 in horizontal direction before display? I am afraid that the process of up-sampling may affect the visual quality to a certain extent and especially when the purpose of our experiment is to evaluate MC interpolation filter.

Kazushi

> Best regards,
>
> Ulrich
>
> -----Ursprungliche Nachricht-----
> Von: Yoshinori Suzuki [mailto:yosinori@crl.hitachi.co.jp]
> Gesendet: Freitag, 9. August 2002 03:32
> An: Luthra Ajay-MGI1164
> Cc: Jvt-Experts (E-mail)
> Betreff: [jvt-experts] Re: Special (Funny) Position ad-hoc group
>
>
> Dear Ajay and experts,
>
> Thank you for the kick-off message.
>
> In my understanding, the purpose of this ad-hoc group is to study some
> methods related to the MC memory analysis, D029, D106, D080 and D110,
> as well as the funny position issue, D109.
> Is it correct?
> If it is, we need to consider two technical items in this group, and
> to discuss whether same test condition can be used for the evaluation
> of them or not.
>
> Any comments?
>

> Yoshinori Suzuki
> Hitachi, Ltd.
>
> Luthra Ajay-MGI1164 wrote:
>>
>> Dear JVT-experts
>> This is to kick-off the adhoc group on Motion Compensation
>> Analysis and "Special Position" (a.k.a. Funny Position). It has been
>> discussed several times in JVT that the so called "Funny/Special
>> position" processing
> increases
>> implementation complexity and with the latest version of JVT codec
>> it may not significantly improve the quality of video. See JVT-D109
>> for the
> latest
>> submission and discussion on this topic. JVT-D109 demonstrations in
> Klagenfurt
>> also showed that the "Special Position" processing may not provide
> significant
>> improvement in the video quality in the current JVT codec.
>>
>> JVT decided in Klagenfurt to form an ad-hoc group to formally
>> study and discuss this further. If as a result of this ad-hoc
>> group's work, JVT can conclude that the "Special Position"
>> processing should be removed then it will be removed from the standard.
>>
>> Purpose of this adhoc group is to agree on the test conditions and
>> to do the experiments to see if "Special Position" processing
>> provides any coding gain. We will need to look at both the SNR
>> numbers as well as the visual quality before coming to a conclusion.
>>
>> We are currently not planning to set up a separate reflector for
>> this ad-hoc group and use this main reflector to conduct our business.
>>
>> Feel free to voice your opinions and, more importantly, volunteer
>> to conduct the experiments. I assume that the authors of D-109 will
>> volunteer to do the experiments. It will be good to have more volunteers.
>>
>> As a starting point, I suggest we look at the test conditions used
>> in D-109 and discuss what changes, if any, we want to make.
>>
>> Regards,
>> Ajay
>>
>> ---
>> The use of the jvt-experts list is intended only for the video
>> coding
> standardization work conducted by the Joint Video Team (JVT) of
> ISO/IEC
> JTC1/SC29/WG11 (MPEG) and ITU-T SG16 Q.6 (VCEG).
>>
>> You are currently subscribed to jvt-experts as:

> > yosinori@crl.hitachi.co.jp To unsubscribe send a blank email to
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