



# IMPLEMENTATION OF ENHANCED HEVC/H.265 ENCODERS

SUPPORTING NEW REQUIREMENTS AND  
FUNCTIONALITIES

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# Requirements for more compelling experience and new profiles

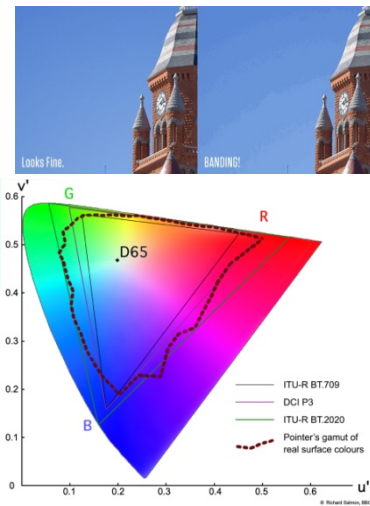


Enhanced UHD might delivers more compelling experiences than UHD (4K)

- Higher bit depths (10 bits)
- Higher dynamic range (HDR)
- Wider color gamut (BT.2020)
- Higher frame rates (100/120 fps)

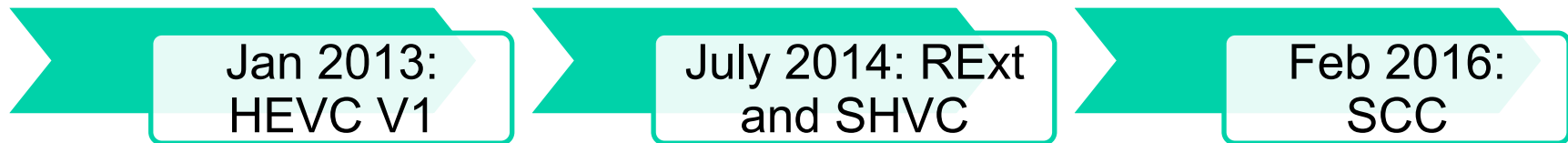
*Possible* these require:

- Higher fidelity profiles, or
- New scalable profiles to transition to enhanced services





## HEVC versions



HEVC version 1 was completed in January 2013

HEVC Range Extensions (RExt) and Scalable High Efficiency Video Coding (SHVC) were completed in July 2014

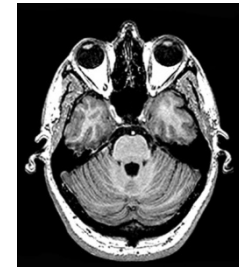
HEVC Screen Content Coding (SCC) is planned for Feb 2016



# Range extensions (RExt)

HEVC Range Extensions provides:

- Better Chroma sampling 4:4:4 and 4:2:2
- Better quality:
  - Increased bit depths (more than 10 bits)
  - All-intra coding



Natural extensions to higher bit depth and chroma sampling

Small additional tools for better coding of mixed and screen content



## Scalability on HEVC (SHVC)



First generation UHD TV services *might* require upgrading:

- Simulcast: Using multiple independent streams
- Scalability: base and enhancement layers combined at decoder

More interesting on SHVC/HEVC:

- Higher number of services
- Very simple extension to base HEVC

Several types of scalability may be of interest and covered on SHVC

- Resolution scalability
- Color gamut scalability
- HDR scalability
- Bit-depth scalability
- Frame rate scalability
- Possible AVC to HEVC scalability
- Bit rate scalability



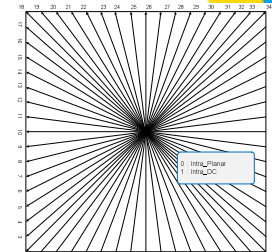
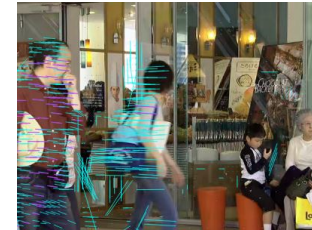
## Enhanced HEVC encoders

- First generation HEVC encoders are available:  
but **not** delivering all the possible benefits
- Enhanced encoders progressively will deliver:
  - Higher compression efficiency:
    - Complexity of design - increased processing power
    - Smarter algorithms
    - More comprehensive use of the toolset
  - Higher functionality
    - HDR
    - Wider color gamut
    - Higher frame rates



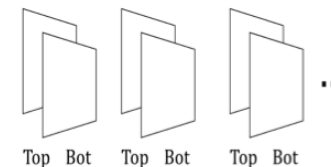
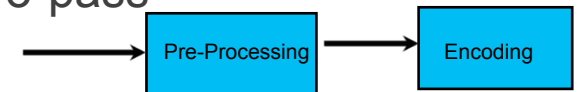


# Implementation challenges



## Challenges for delivering Higher compression

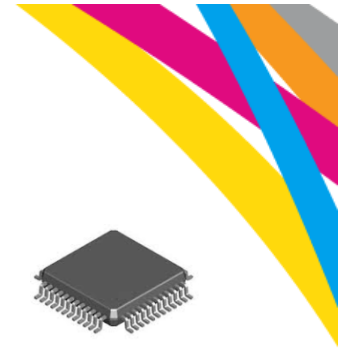
- Inter-picture prediction (ME) complexity
- Intra-picture prediction complexity
- Mode decision (RDO)
- Look-ahead mechanism, pre-processing and two-pass
- Efficient Interlace support



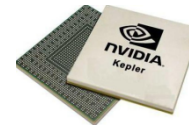
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# Encoder implementations (2160p)



2U form factor



|           | CPU software | CPU+GPU software | FPGA   | ASIC/SOC |
|-----------|--------------|------------------|--------|----------|
| Available | 2013         | 2014             | 2015   | 2016-7   |
| Channels  | 1            | 1                | 8      | 16       |
| Quality   | ☆☆☆          | ☆☆☆☆             | ☆☆☆☆☆☆ | ☆☆☆☆☆☆   |
| Cost      | \$\$\$\$     | \$\$\$\$\$       | \$\$\$ | \$\$\$   |
| Power     | 500W         | 1000W            | 30W    | 4W       |

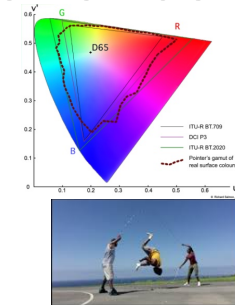






## Conclusions

- HEVC can provide a great user experience and value
- Understand new requirements
- HEVC V1: **Main 10** deliver most of the experience:
  - 1080p @ 120 fps
  - 2160p @ 60 fps
  - Wide Color GAmut (BT.2020)
  - HDR
- Go ahead and set up the infrastructure (mostly decoders) and look for enhanced encoders





Thank you – Q&A - Downloads  
Slides available



<http://ngcodec.com/ibc2014>

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