



Deep Generative Video Compression

Jun Han^{*1}, Salvator Lombardo^{*1}, Christopher Schroers¹ and Stephan Mandt²

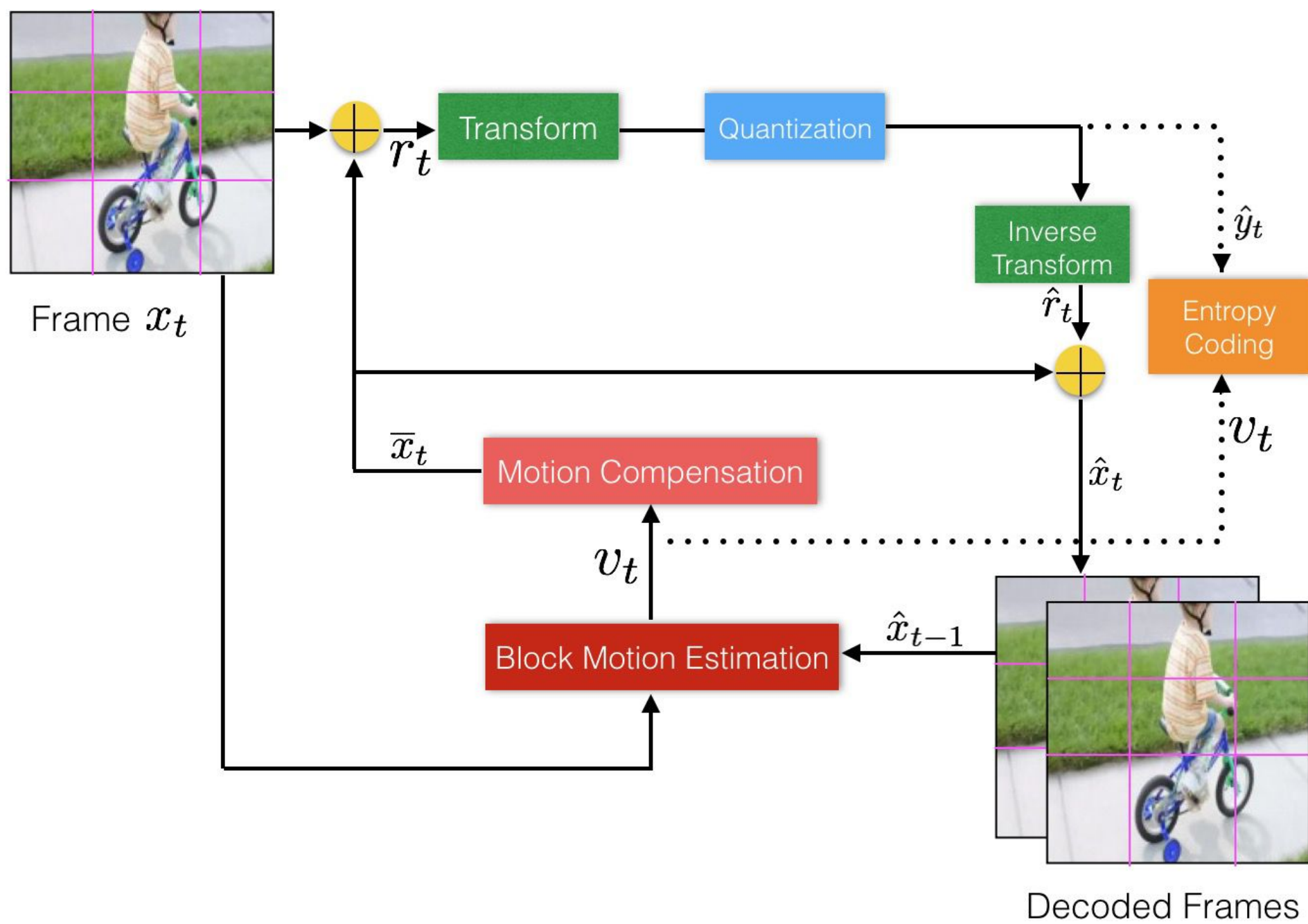
1: Disney Research 2: UC Irvine

*: shared first authorship



Video Codecs & Motivation

- Traditional Codecs: H.264/H265; VP9.



Pipelines

1. Motion v_t from x_t and $\hat{x}_{t-1}$
2. Predict $\bar{x}_t$ and residual $r_t = x_t - \bar{x}_t$
3. Transform and quantize r_t to $\hat{y}_t$
4. Inverse $\hat{y}_t$ to residual $\hat{r}_t$
5. Entropy coding v_t and $\hat{y}_t$
6. Reconstruct $\hat{x}_t = \bar{x}_t + \hat{r}_t$

Limitations:

1. Simple motion estimation; simple transform
2. Blocky artifacts in low-bit rate regime

Codecs Comparison

H.265 (0.86 bpp)

VP9 (0.57 bpp)

Ours (0.06 bpp)



bpp: bit per pixel; original: $8 \times 3 = 24$ bits per pixel.

- Ours: much lower bit rate; no blocky artifact.

Deep Image Compression (Balle, ICLR 2017)

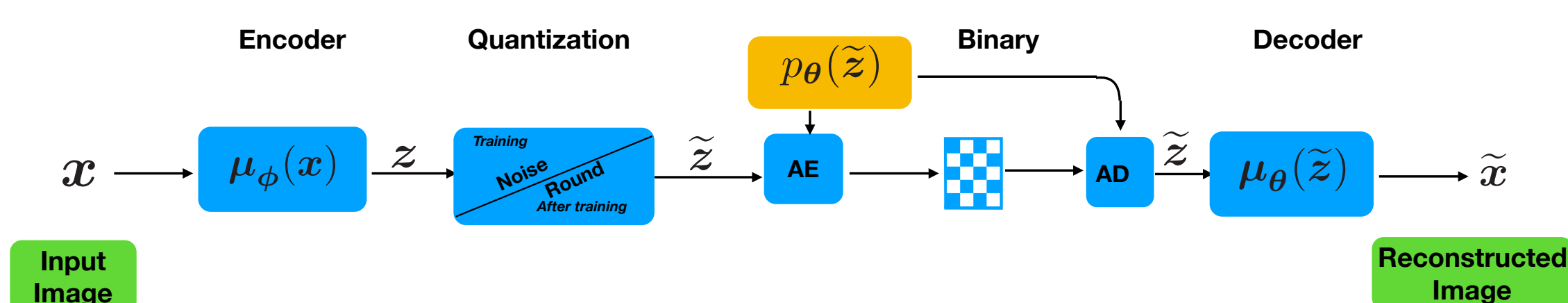


Figure: $\tilde{z}$: adding noise (training) or rounding (after training). Prior $p_\theta(\tilde{z})$: parametric form to fit data distribution for entropy coding.

- Inference model: $\tilde{z} \sim q_\phi(z | x) = \mathcal{U}(\hat{z} - \frac{1}{2}, \hat{z} + \frac{1}{2})$, encoder $\hat{z} = \mu_\phi(x)$.

- Loss: $\mathcal{L}(\phi; \theta) = \underbrace{\mathbb{E}_{\tilde{z} \sim q}[\log p_\theta(x | \tilde{z})]}_{\text{distortion}} - \beta \underbrace{(0 - \mathbb{E}_{\tilde{z} \sim q}[\log p_\theta(\tilde{z})])}_{\text{cross entropy: bit rate}}$,

where β adjusts rate-distortion ratio.

- Outperforms best traditional image codec.

Proposed Baseline Model

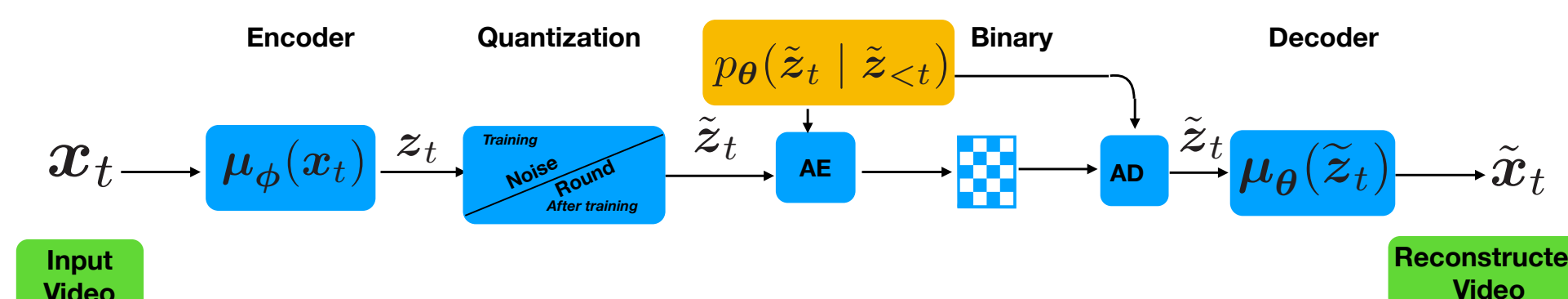


Figure: Two choices of **predictive models** for entropy coding: $p_\theta(\tilde{z}_t | \tilde{z}_{t-1})$ Kalman Filter; $p_\theta(\tilde{z}_t | \tilde{z}_{<t})$ LSTM.

- Generative model: $p(x_{1:T}, z_{1:T}) = \prod_{t=1}^T p_\theta(z_t | z_{<t}) p_\theta(x_t | z_t)$.
- Encode/decode frame x_t using image encoder/decoder
- Leverage predictive models to capture temporal redundancy

Improved Video Compression Model

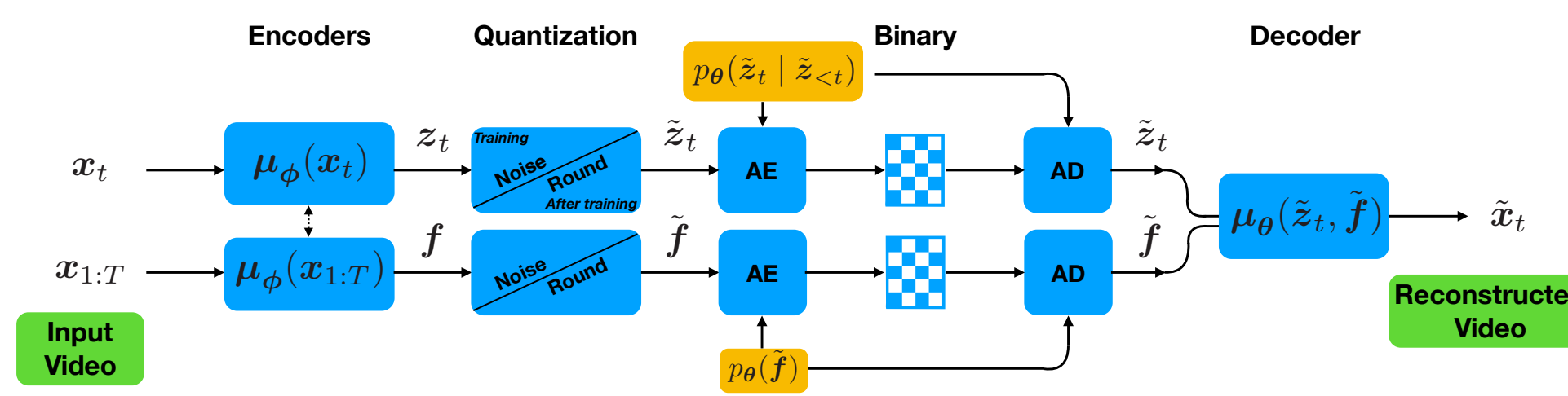


Figure: Global state f : per-segment, inferred from a segment T of video by LSTM after encoder μ_ϕ ; local state z_t : per-frame, inferred from x_t after encoder μ_ϕ .

- Split latent states of a video segment into global state (coding once) and local states (predictive model for coding)
- Loss: distortion + cross-entropy

$$\mathbb{E}_{\tilde{f}, \tilde{z}_{1:T} \sim q} [\log p_\theta(x_{1:T} | \tilde{f}, \tilde{z}_{1:T})] + H[q_\phi(\tilde{f} | x_{1:T}), p_\theta(\tilde{f})] + H[q_\phi(\tilde{z}_{1:T} | x_{1:T}), p_\theta(\tilde{z}_{1:T})].$$

- Entropy Coding: arithmetic coding by learned prior models

Choice of Probability Models

- Generative Model:

$$p_\theta(x_{1:T}, z_{1:T}, f) = p_\theta(f) p_\theta(z_{1:T}) \prod_{t=1}^T p_\theta(x_t | f, z_{1:T})$$

- Encoder Model:

$$q_\phi(z_{1:T}, f | x_{1:T}) = q_\phi(f | x_{1:T}) \prod_{t=1}^T q_\phi(z_t | x_t).$$

$$\tilde{f} \sim q_\phi(f | x_{1:T}) = \mathcal{U}(\hat{f} - \frac{1}{2}, \hat{f} + \frac{1}{2})$$

$$\tilde{z}_t \sim q_\phi(z_t | x_t) = \mathcal{U}(\hat{z}_t - \frac{1}{2}, \hat{z}_t + \frac{1}{2}).$$

where encoders $\hat{f} = \mu_\phi(x_{1:T})$ and $\hat{z}_t = \mu_\phi(x_t)$.

- Prior Model:

$$p_\theta(f) = \prod_i^{\dim(f)} p_\theta(f^i) * \mathcal{U}(-\frac{1}{2}, \frac{1}{2});$$

$$p_\theta(z_{1:T}) = \prod_t \prod_i^{\dim(z)} p_\theta(z_t^i | z_{<t}^i) * \mathcal{U}(-\frac{1}{2}, \frac{1}{2}),$$

Gaussian convoluted with uniform; closed-form evaluation.

Verification Experiments

Datasets: Sprites; BAIR; Kinetics.

Latent Variable Distribution Visualization

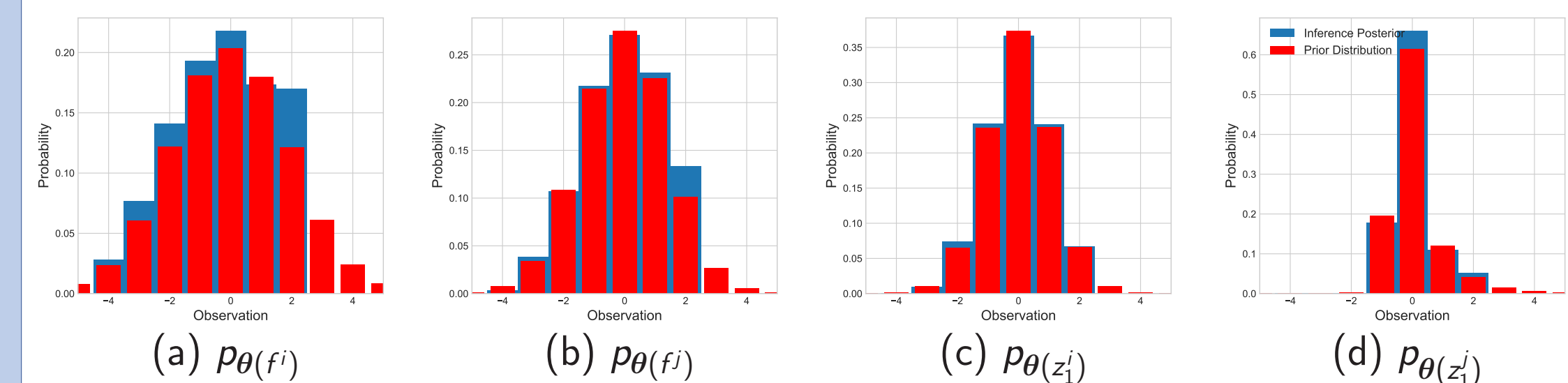


Figure: Empirical distributions of **inference posteriors** and learned **prior model**.

Latent Variable Entropy Visualization

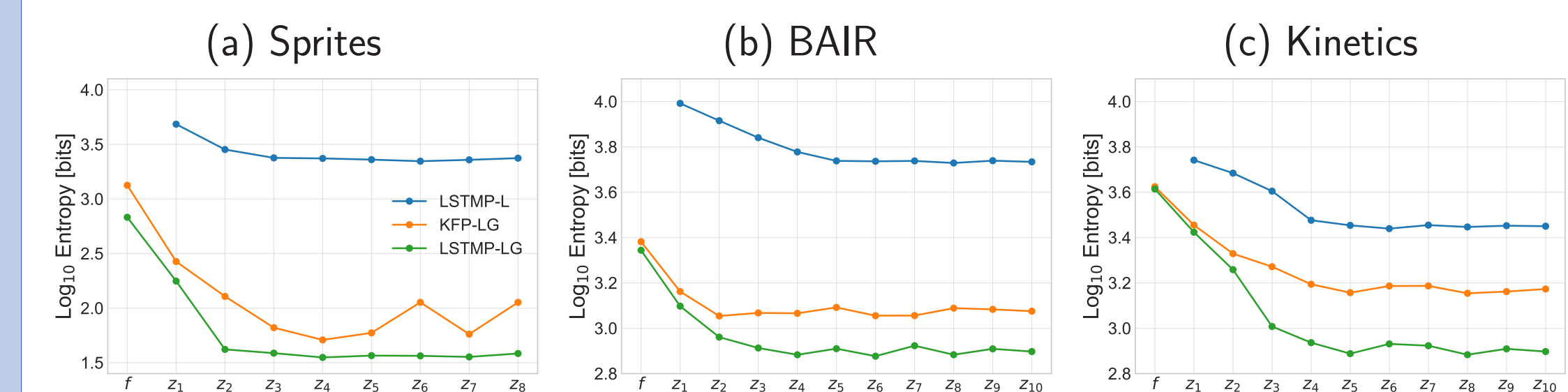
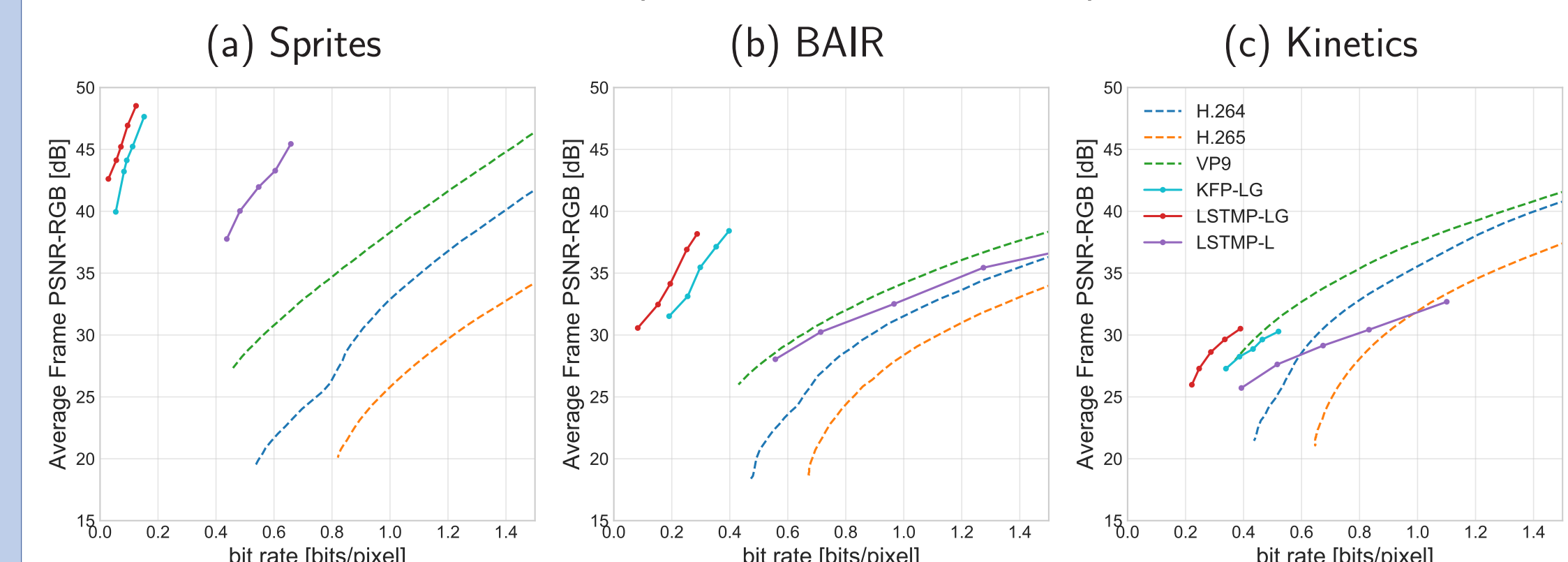


Figure: Average bits of information stored in f and $z_{1:T}$

Summary: global state stores much more information than local state; predictive model save bits; LSTM works better than Kalman filter.

Comparison Experiments

Quantitative Comparison (Rate-distortion curves)



Qualitative Comparison

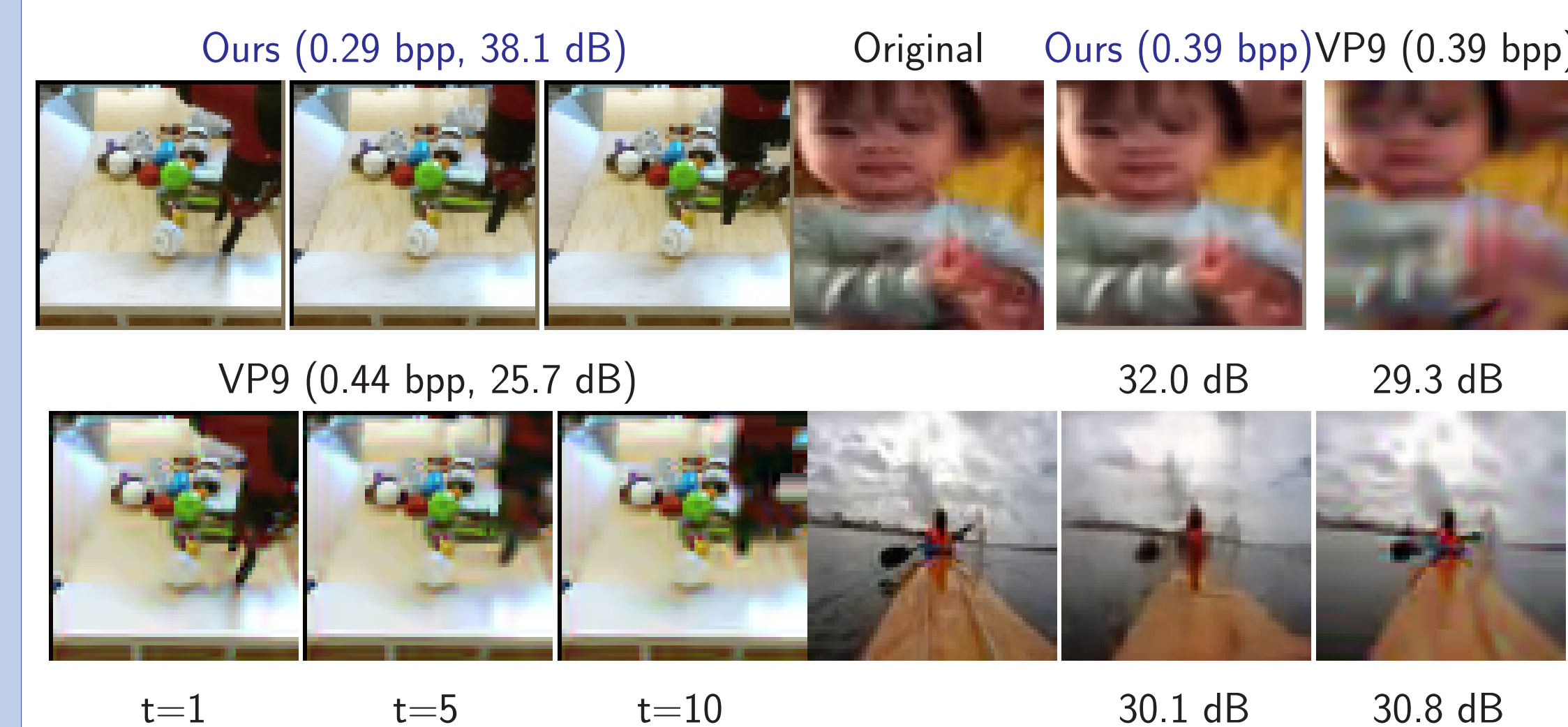


Figure: Compressed videos by our **LSTMP-LG** and VP9 in low-bit rate regime.