

Novel Histogram-Based Scene Change Detection Scheme for x265 – Open-Source Video Encoder

Ashok Kumar Mishra, Alex Giladi, Dan Grois,
Snehaa Giridharan, Keshav E, Santhoshini Sekar



multicoreware



AGENDA

1

Introduction

2

Background

x265 : Traditional Scene Change Detection Algorithm

3

Proposed Novel Histogram Based Scene Change Detection

4

Experiments & Results

5

Summary & Conclusions

Introduction



A video codec is a software or hardware that compresses and decompresses digital video.

A device that only compresses is typically called an encoder and the one that only decompresses is a decoder.

The compressed data format usually conforms to a standard video coding format. The compression is typically lossy.

There are complex relationships between the video quality, the bitrate, the complexity of the encoding and decoding algorithms, sensitivity to data losses and errors and end-to-end delay (latency).

The most popular video coding standards used for codecs have been the MPEG standards.

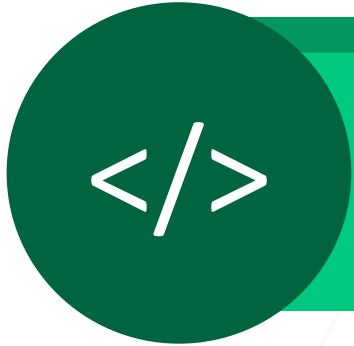
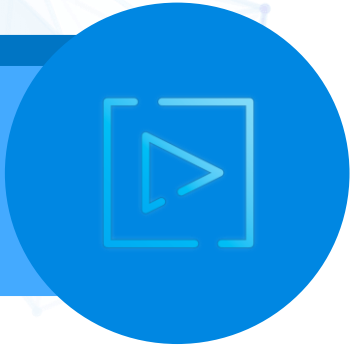
AVC in 2003, HEVC in 2013 and VVC in 2020.

Background



Scene change detection refers to the task of localizing changes and identifying change-categories given two scenes.

A scene change detection may be made prior to slice type decision.



Reliable detection of scene change and gradual transitions (fades, wipes, dissolves) can improve coding efficiency.

Video indexing techniques, which are necessary for video databases, rely on it.



Scene change detection is also necessary for the extraction of high-level semantic features. Moreover, it provides information for video preprocessing and error concealment techniques.

Histogram based scene change detection algorithms uses histogram of current frame to detect scene change.



x265 – Traditional Scene Change Detection Algorithm



x265 – One of the most popular open-source encoders compliant to HEVC standard [3] – [6].

Integrated to many popular open-source frameworks like ffmpeg, GStreamer and Handbrake [9] – [10].

x265 has scene change detection algorithm as a preprocessing to encoding.

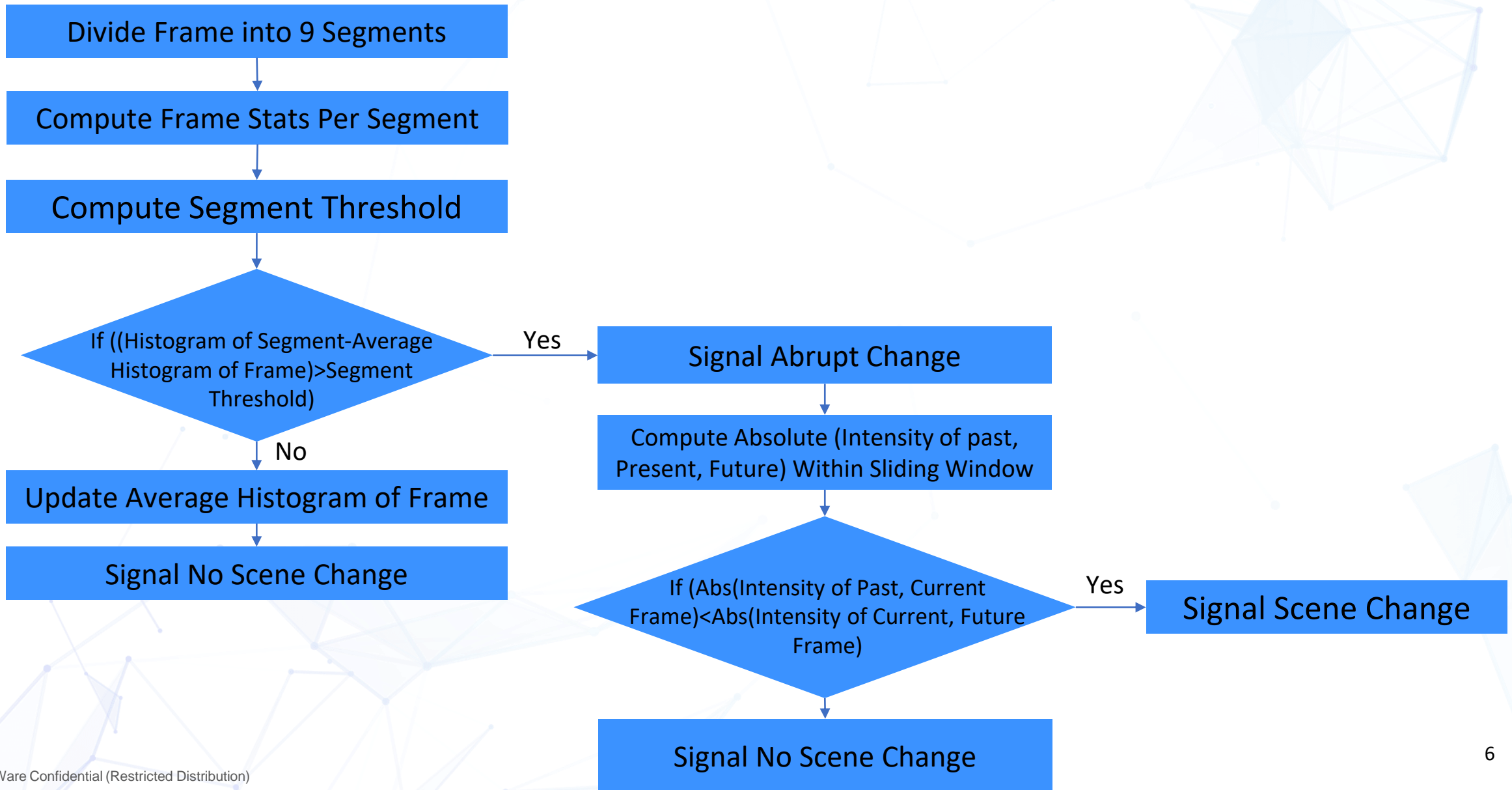
Average of the SATD cost for consecutive frames is computed to identify a great fluctuation and avoid false positives.



In the traditional algorithm SATD cost between frames combined with a threshold value is used to detect scene changes.

A decision is made to insert I or P/B picture depending on whether the frame is a complete scene change or a gradual scene transition, respectively.

Proposed Novel Histogram-based Scene Change Detection



Proposed Novel Histogram-based Scene Change Detection



- The proposed histogram-based scene change detection uses histograms, variance and pixel intensity.
- A sliding window of three adjacent frames is employed to determine abrupt scene change & a gradual transition.
- Each frame is divided into several regions, and histograms and pixel intensities are considered for these regions separately.
- Higher the number of regions, higher is the reliability of the algorithm.

Experimental Setup



- Experiments were conducted to compare histogram-based scene change detection algorithm against the traditional algorithm in x265
- 1080p-8bit and 4K-8bit videos tested with CRF values => 24, 25, 26, 27 for medium preset, random access and intra-period = 250 frames to compute BD% values [11]

SAMPLE COMMAND:

Traditional scene-cut detection

```
../x265 --input Samsung_Power_of_Curve.yuv --input-res 1920x1080 --fps 60 --input-depth 8 --input-csp i420  
--psnr --ssim --crf 24 --csv Samsung_Power_of_Curve_traditional.csv --csv-log-level 2  
--output Samsung_Power_of_Curve_traditional.hevc
```

Histogram based scene-cut detection

```
../x265 --input Samsung_Power_of_Curve.yuv --input-res 1920x1080 --fps 60 --input-depth 8 --input-csp i420  
--psnr --ssim --crf 24 --csv Samsung_Power_of_Curve_hist.csv --csv-log-level 2  
--output Samsung_Power_of_Curve_hist.hevc --hist-scenecut
```


Experimental Setup



Video Title	Video Resolution	Video FPS	Video Length (sec)
Samsung Power of Curve	1920x1080	60	60
Football	1920x1080	30	33
Combo	1920x1080	25	600
Elephants dream	3840x2160	24	300

Results



x265 encodes comparing histogram-based scene change detection algorithm and traditional scene change detection algorithm against the actual number of scene changes.

Test Sequence	No: of Scene Changes - Actual	No: of Scene Changes - Existing	No: of Scene Changes - Histogram (Proposed)	BD RATE (%) (PSNR)
Samsung Power of Curve	27	6	27	-0.1
Football	18	16	17	-0.1
Combo	164	153	162	-0.4
Elephants dream	49	59	49	-0.5

Results



The proposed algorithm can detect scene change with high reliability and reduced computational complexity.

Video Name	F1 Score [13]				
	Video Resolution	Video FPS	Video Length	Traditional Scene Change	Histogram Scene Change
BBC 01	360x288	25	49min 15 sec	0.83	0.93
RAI 01	960x540	25	9min 41 sec	0.76	0.85

Summary & Conclusions



Histogram based scene change detection algorithm eliminates false positive and false negatives



Its compression efficiency is better than traditional scene change detection algorithm



The precision of novel histogram-based scene change detection algorithm is better than the traditional scene change detection algorithm

References

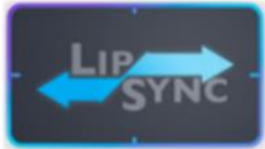


- [1] “Cisco Visual Networking Index: Forecast and Methodology, 2018–2023”, Online: <https://www.cisco.com/c/en/us/solutions/collateral/executive-perspectives/annual-internet-report/white-paper/c11-741490.pdf>, Cisco Systems Inc., 9 Mar. 2020.
- [2] ITU-T, Recommendation H.265 (04/13), Series H: Audiovisual and Multimedia Systems, Infrastructure of audiovisual services – Coding of Moving Video, High Efficiency Video Coding.
- [3] D. Grois, D. Marpe, A. Mulyoff, B. Itzhaky, and O. Hadar, "Performance comparison of H.265/MPEG-HEVC, VP9, and H.264/MPEG-AVC encoders," Picture Coding Symposium (PCS), 2013, pp.394-397, 8-11 Dec. 2013.
- [4] D. Grois, D. Marpe, T. Nguyen, and O. Hadar, “Comparative Assessment of H.265/MPEG-HEVC, VP9, and H.264/MPEG-AVC Encoders for Low-Delay Video Applications”, Proc. SPIE Vol. 9217, Sept. 2014.
- [5] P. Ramachandran et al., "Speed-Distortion Optimization: Tradeoffs in Open-Source HEVC Encoding," in SMPTE Motion Imaging Journal, vol. 129, no. 7, pp. 17-25, Aug. 2020.
- [6] Projects from VideoLAN, x265 software library and application, Online: <https://www.videolan.org/developers/x265.html>.
- [7] x265 Documentation, Online : <https://x265.readthedocs.io/en/stable/index.html>
- [8] Projects from VideoLAN, x264 software library and application, Online: <http://www.videolan.org/developers/x264.html>
- [9] FFmpeg multimedia framework, Online: <https://ffmpeg.org/>
- [10] GStreamer multimedia framework, Online: <https://gstreamer.freedesktop.org/>
- [11] HandBrake video transcoder, Online: <https://handbrake.fr/>
- [12] G. Bjøntegaard, “Calculation of average PSNR differences between RD-curves”, ITU-T Q.6/SG16 VCEG 13th Meeting, Document VCEG-M33, Austin, USA, Apr. 2001.
- [13] Wikipedia – F1 score: <https://en.wikipedia.org/wiki/F-score>

x265



x266



UltraZiq

UHDcode

connect with us



www.multicorewareinc.com



www.facebook.com/multicoreware



www.twitter.com/multicoreware



www.linkedin.com/company/multicoreware-inc



www.instagram.com/multicoreware



www.youtube.com/multicoreware