

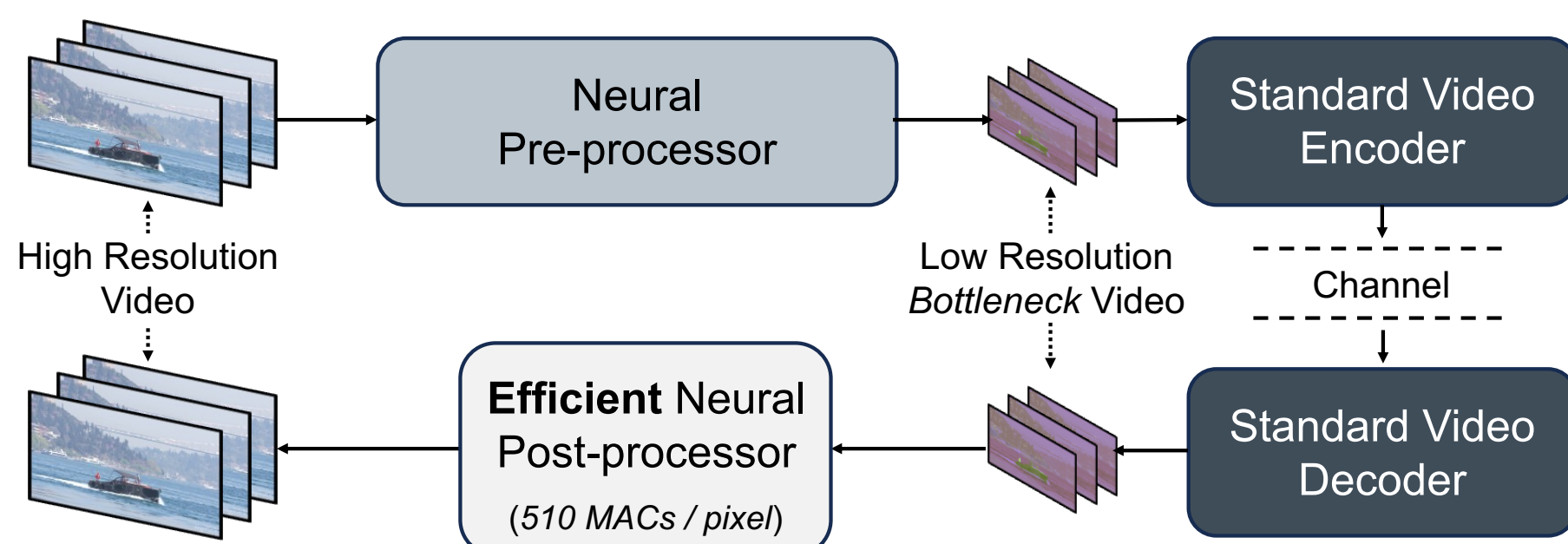


I. Introduction

• Motivations

- High resolution videos (e.g. 4K / 8K in 60 fps)
- Streaming services (YouTube, Netflix, etc.)
- Cloud storage and bandwidth consumption.
- We need to improve video coding standards.
- Neural network-based post-processing and super-resolution techniques are promising.
- Complexity is a roadblock.

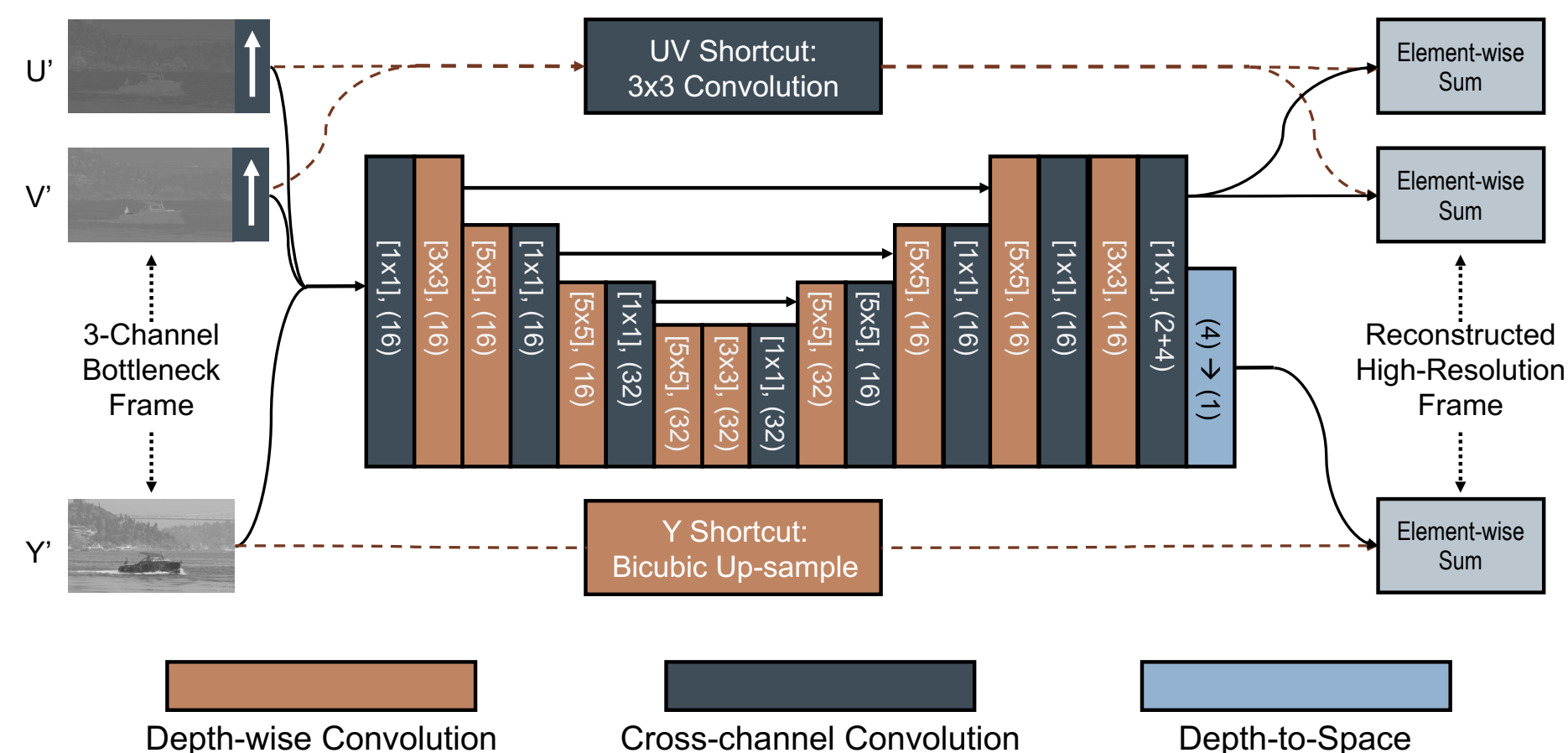
• Neural Wrapper for Codecs



- Down-sample with a neural preprocessor.
- Use standard video codec to code the low-resolution video (neural codes).
- Efficient neural up-sampler as a postprocessor to decode high-resolution video.
- The pre- and post-processors are jointly optimized with a differentiable codec proxy.
- The same model works with modern codecs (HEVC, VVC, AV1, etc.).
- Very low complexity: 516 MACs per pixel.

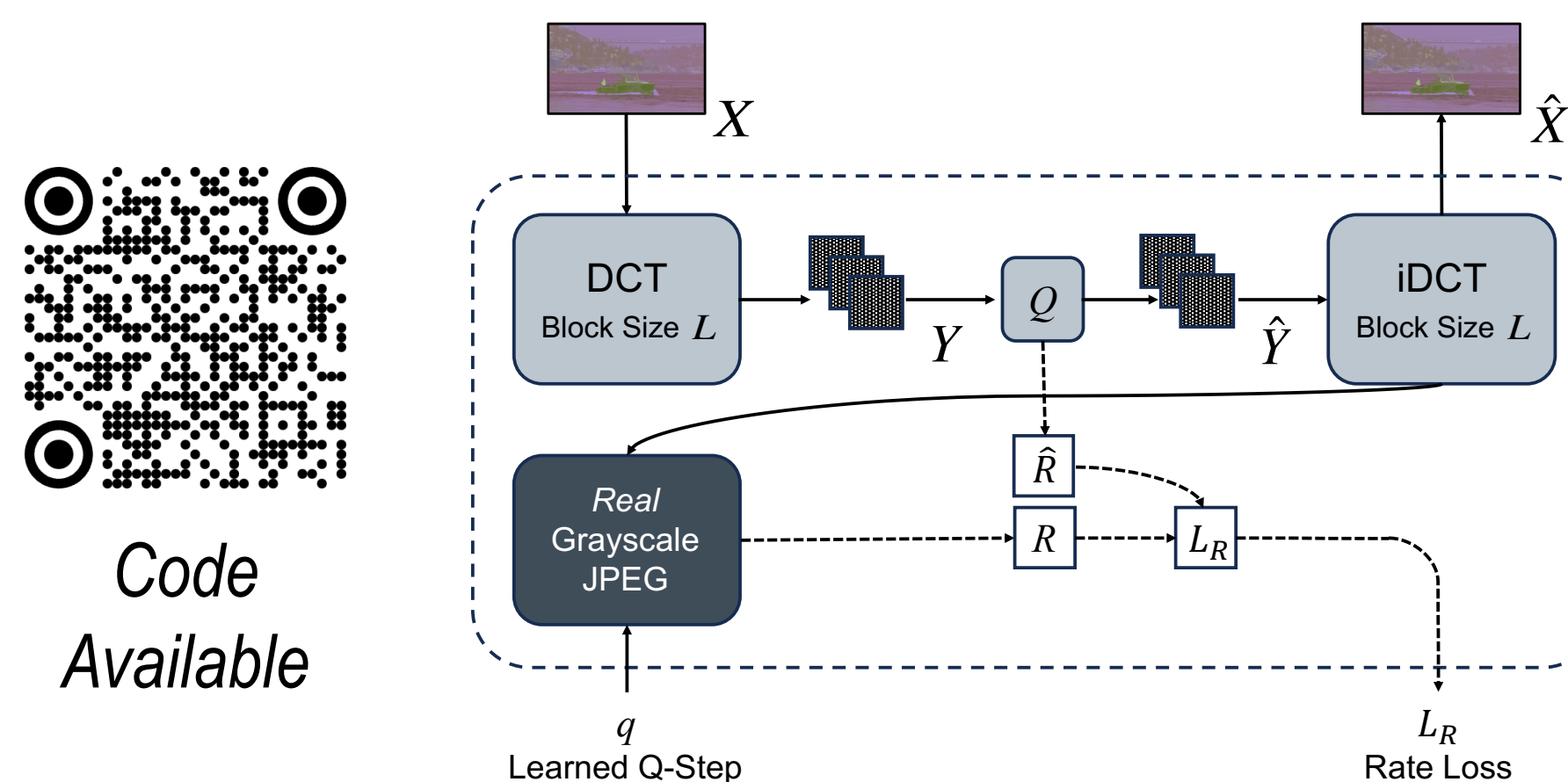
II. Techniques

• Efficient Postprocessor



- Lower complexity: 1x1 cross-channel conv. & 5x5 (3x3) depth-wise conv.
- Shortcuts: maintain luma information in the neural codes and reduce post-processing learning burden.

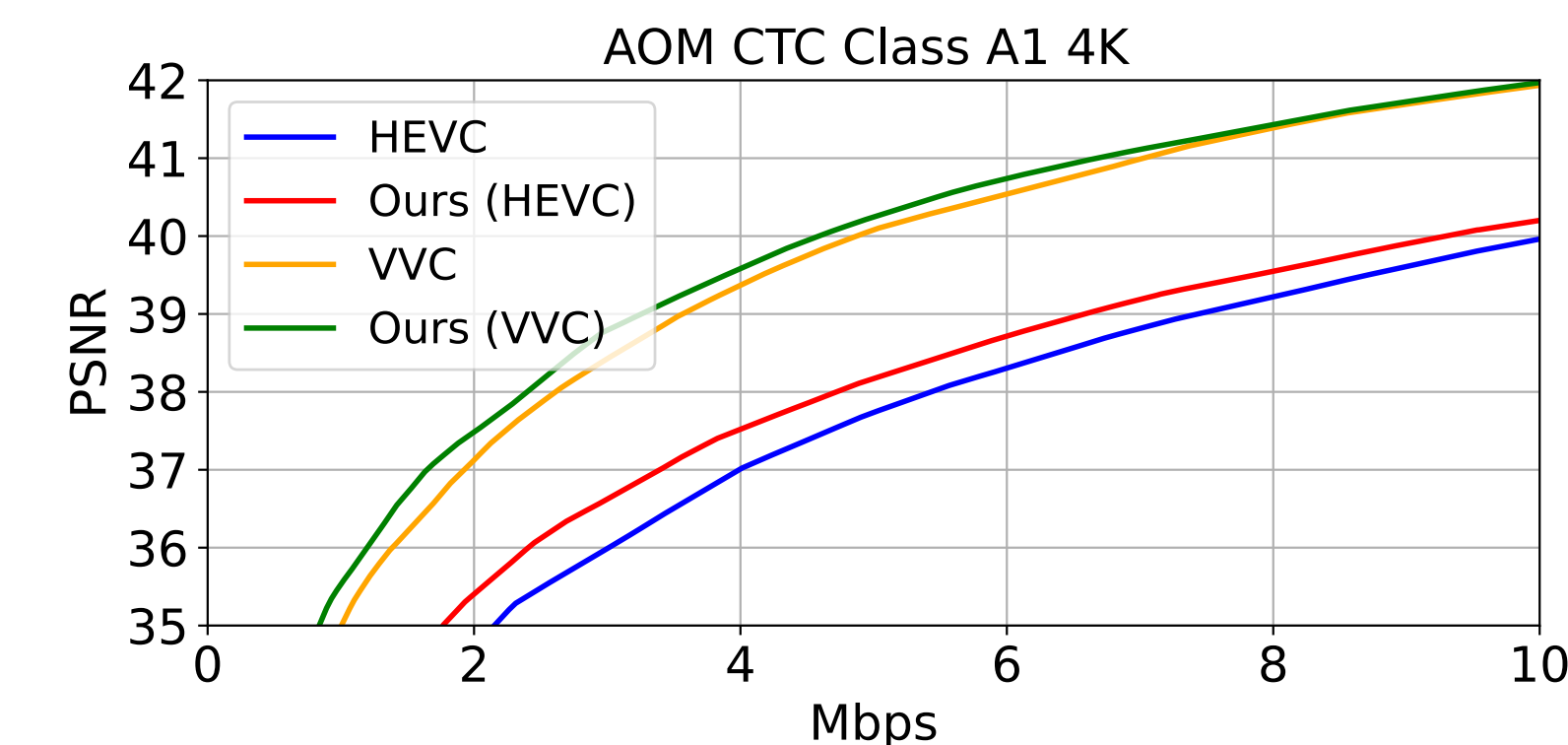
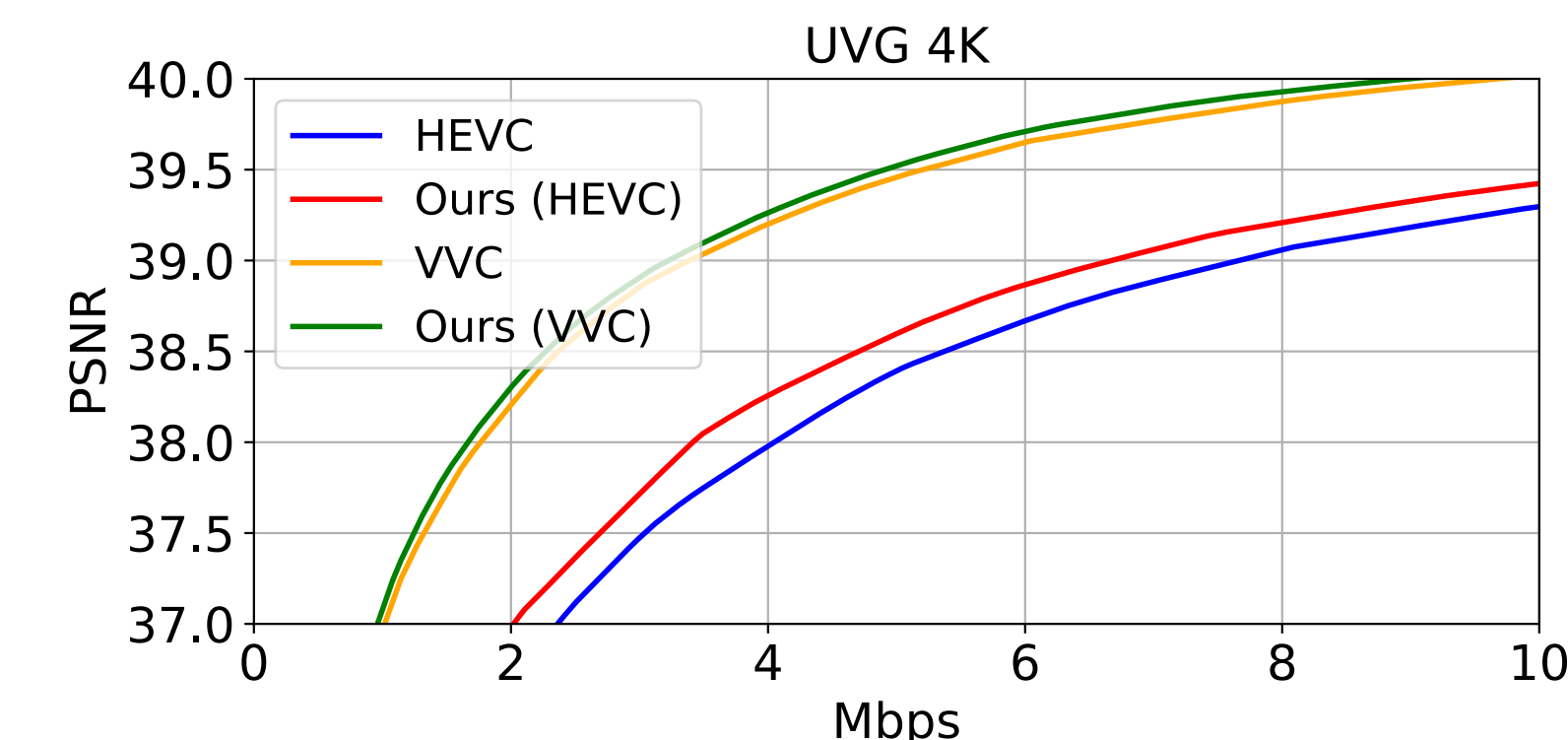
• Standard Codec Proxy



- Use randomized block sizes (4 – 32) for training.
- Simulates video codec quantization noise and applies bit-rate constraints.
- Generalizes to HEVC and VVC.

III. Experimental Results

• Rate-Distortion Results



Dataset	HEVC (x265)	VVC (VVENC)
UVG 4K	-21.9%	-7.8%
AOM CTC Class A1	-12.3%	-8.7%

GPU	Resolution	Latency (ms)	Max Frame Rate (FPS)
RTX 3060	4K	30.7	33
RTX 3060	1080p	7.7	130
RTX 4080 Super	4K	8.6	116
RTX 4080 Super	1080p	2.2	448

• More Projects at NYU Video Lab

