

Transforms for High-Rate Distributed Source Coding

David Rebollo-Monedero, Anne Aaron and Bernd Girod



Information Systems Lab
Dept. of Electrical Eng.
Stanford University

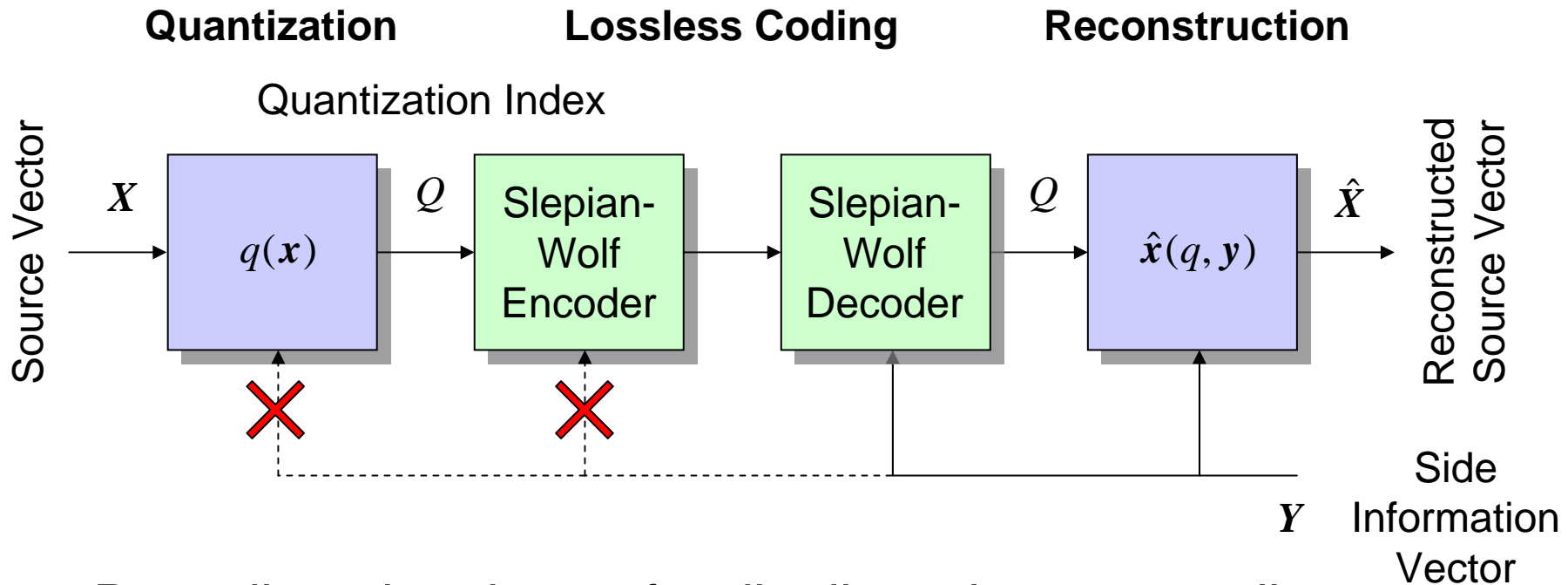


Outline

- Characterize quantizers for distributed source coding at high rates
- Use principles of conventional transform coding in distributed source coding
- Apply new quantization and transformation theory to distributed video coder



Wyner-Ziv Coding



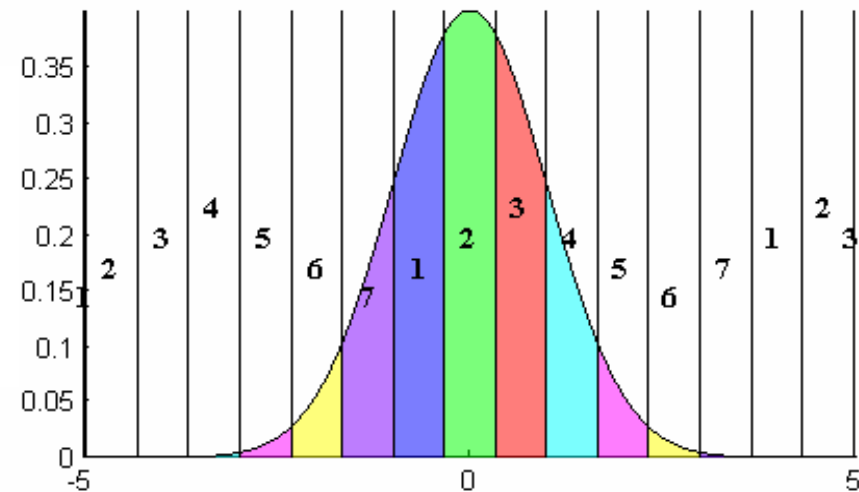
- Rate-distortion theory for distributed source coding suggests small performance loss

[Slepian, Wolf, 73] [Wyner, Ziv, 76] [Zamir, 96]

- Rate $\mathcal{R} = \frac{1}{n} H(Q|Y)$
- Distortion $\mathcal{D} = \frac{1}{n} E[\|X - \hat{X}\|^2]$

Quantizers for Distributed Coding

- Quantizer $q(x)$ cannot depend on y , but statistical dependence between X and Y exploited
- Mapping of different cells into common quantization index may help performance
- In [\[Rebollo, Zhang, Girod, 03\]](#)
 - Rate measure $r(q,y)$ introduced to extend Lloyd algorithm to Slepian-Wolf coding
 - Quantizers found in experiments were uniform
 - Performance close to case in which Y available



State of the Art

- Lossless distributed source coding
 - [Pradhan, Ramchandran, 99] [García-Frías, Zhao, 01]
 - [Aaron, Girod, 02]
- Quantization for distributed source coding
 - Extension of Lloyd algorithm [Fleming, Zhao, Effros, 01]
 - Further extension for Slepian-Wolf coding [Rebollo, Zhang, Girod, 03]
- Transforms for distributed source coding [Gastpar *et al.*, 03]
 - Conditional covariance matrix constant with side info
 - Not in the context of a practical coding system with quantizers for distributed source coding

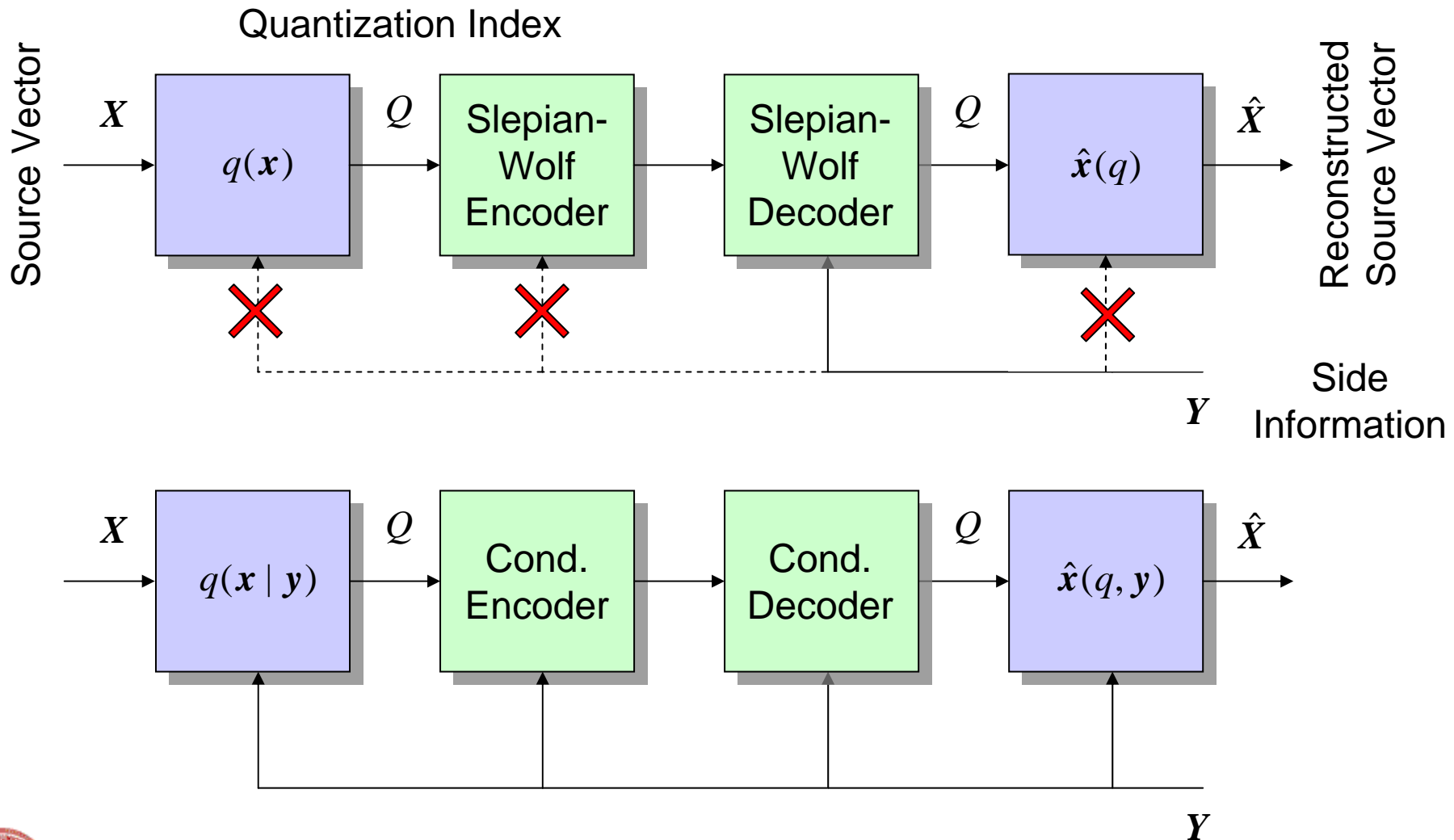


High-Rate Quantization - Theorem

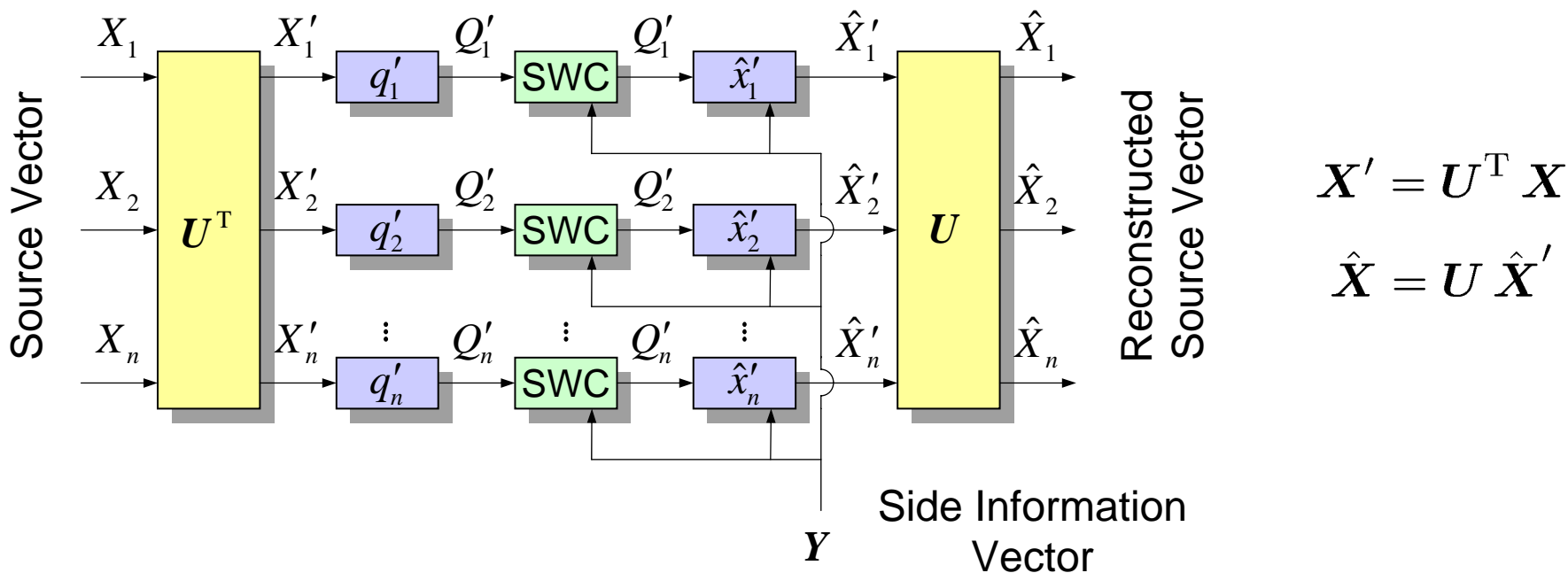
- Assume traditional high rate results for PDF of X given $\{Y=y\}$, for each y
 - Bennett's assumptions (imply well behaved PDFs)
 - Gersho's conjecture (true if $n=1$)
 - Optimal family of lattice quantizers $q(x|y)$ on x for each y
- Then, there exists asymptotically optimal $q(x)$ for high rate
 - Lattice quantizer, no index repetition
 - $\mathcal{D} \simeq M_n 2^{\frac{2}{n}h(\mathbf{X}|\mathbf{Y})} 2^{-2\mathcal{R}}$ (M_n normalized moment of inertia, $M_1=1/12$)
 - No performance loss by not using Y in quantization
 - No performance loss by not using Y in reconstruction (but still used in SW decoder!)



High-Rate Quantization Performance



Transform of Source Data



- Orthonormal transformation
- Rate $\mathcal{R}_i = H(Q'_i | \mathbf{Y})$ $\mathcal{R} = \frac{1}{n} \sum_i \mathcal{R}_i$
- Distortion $\mathcal{D}_i = E[(X'_i - \hat{X}'_i)^2]$ $\mathcal{D} = \frac{1}{n} \sum \mathcal{D}_i$
- Goal: minimum performance loss w.r.t. joint coding



Transform of Source Data - Theorem

- Define $\bar{\Sigma}_{\mathbf{X}|\mathbf{Y}} = \mathbb{E}_{\mathbf{Y}}[\text{Cov}[\mathbf{X}|\mathbf{Y}]]$
 - Covariance of error of best non-linear estimate $\hat{\mathbf{X}}(\mathbf{Y}) = \mathbb{E}[\mathbf{X}|\mathbf{Y}]$
 - If $\mathbb{E}[\mathbf{X}|\mathbf{y}]$ constant with \mathbf{y} , then it is just $\text{Cov}[\mathbf{X}]$
- Assume
 - High-rate approximation for each band i
 - Normalized PDF of transformed components constant with U
 - Variance of conditional distribution of X_i given \mathbf{Y} changes very little with \mathbf{Y}
- Then, optimal rate-distortion performance achieved when
 - Uniform quantizer common width in all bands
 - U is Karhunen-Loève Transform (KLT) for $\bar{\Sigma}_{\mathbf{X}|\mathbf{Y}}$



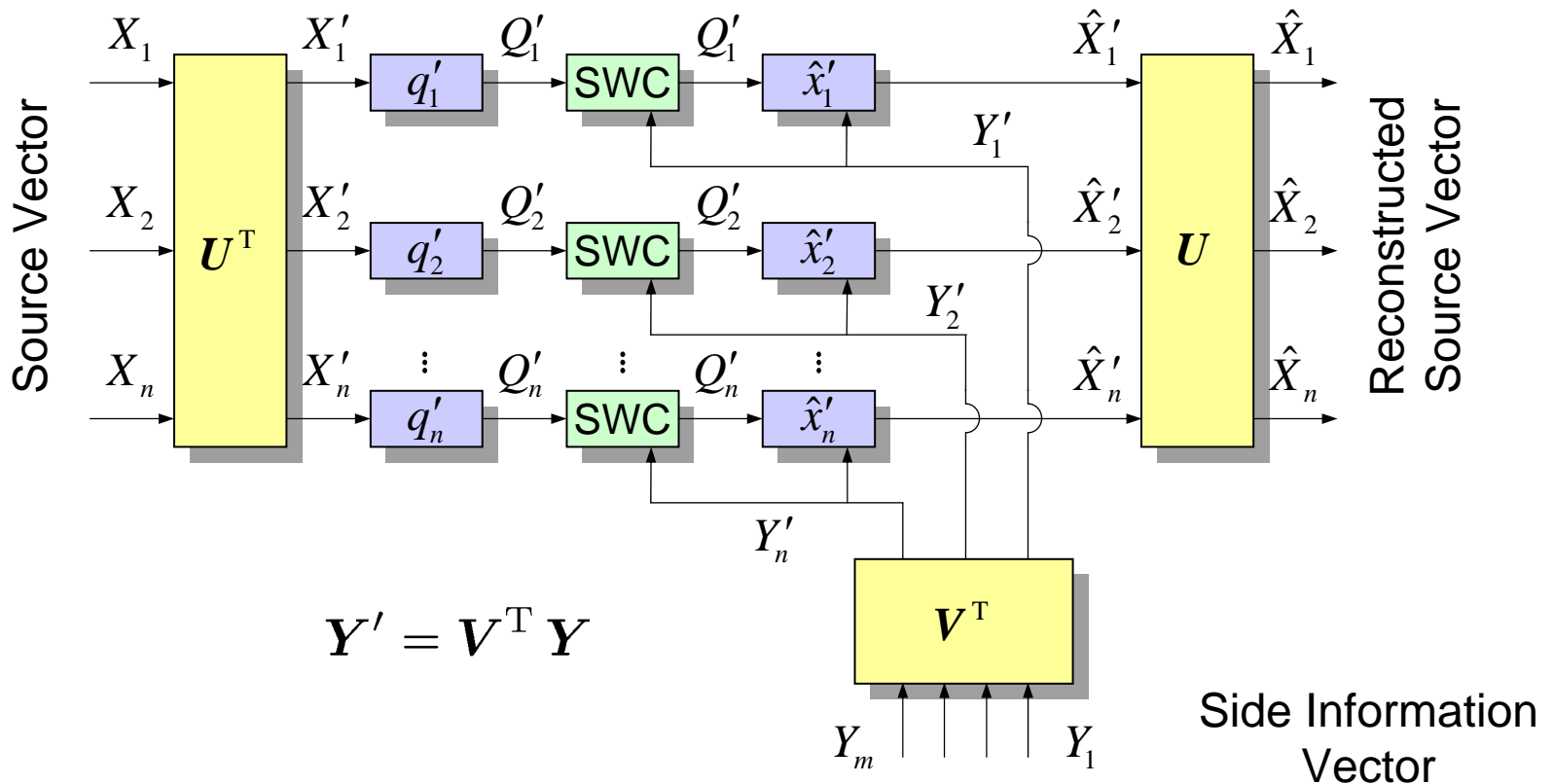
Transform of Source Data - Corollary

- If X and Y jointly Gaussian
 - Only high rate approximation necessary
 - Other hypotheses hold exactly, KLT indeed optimal

- If $(X_i|\{Y=y\})_i$ wide sense stationary as $n \rightarrow \infty$, for each y
 - Only high rate approximation and PDF invariance necessary
 - Discrete Cosine Transform (DCT) asymptotically optimal choice for U



Transform of Side Information



- Goal: minimum performance loss by using Y_i' at each branch instead of Y



Transform of Side Information - Theorem

■ Assume

- X and Y jointly Gaussian
- High rate approximation

■ Then

- Optimal transformation of side info is

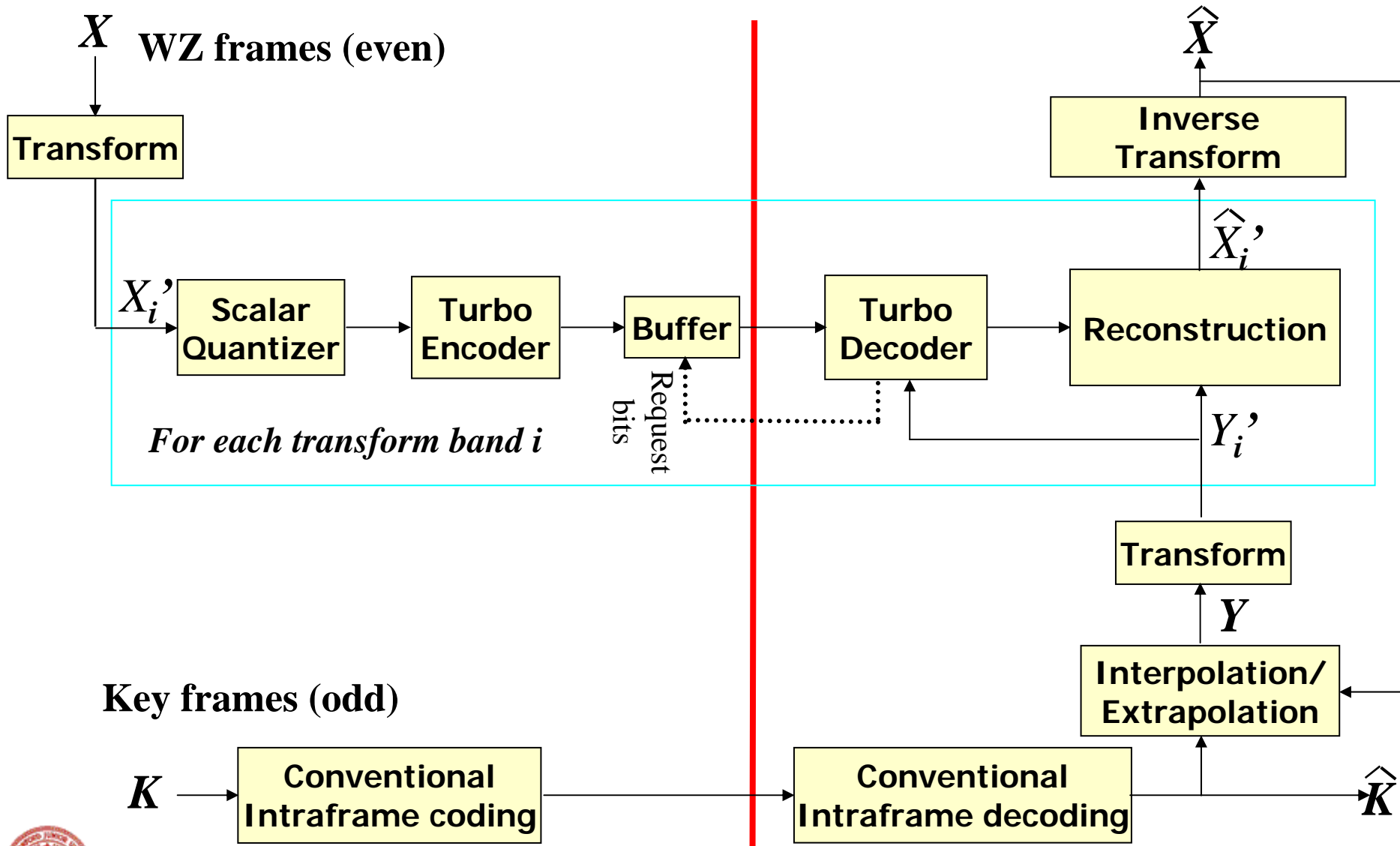
$$V^T = U^T \underbrace{\Sigma_{XY} \Sigma_Y^{-1}}_{\text{Estimation of source vector from side info}}$$

Source transformation

- No loss in rate or distortion w.r.t. using entire vector Y

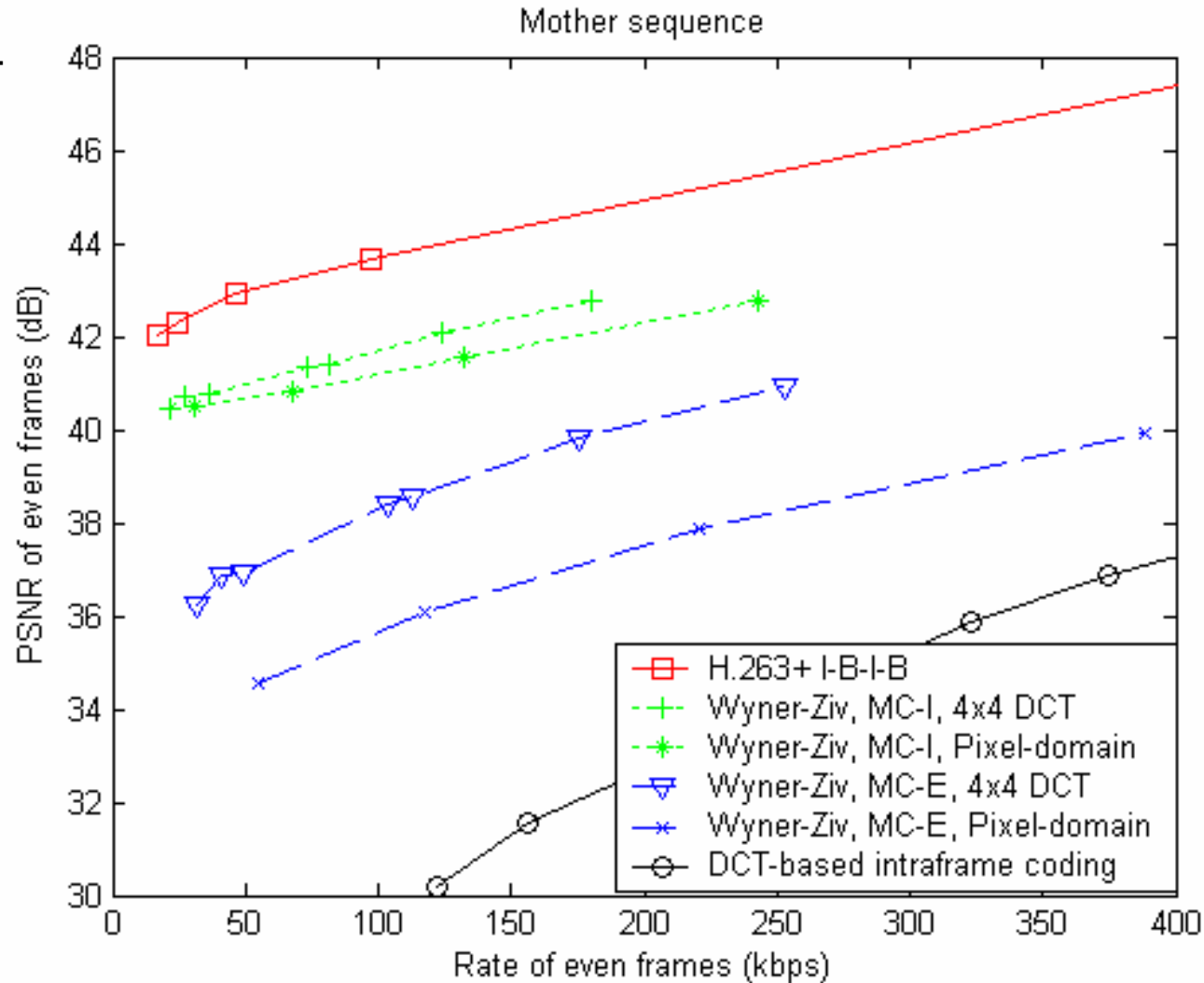


Wyner-Ziv DCT Video Coder



Mother Sequence: Pixel vs DCT

- First 100 frames of QCIF *Mother and Daughter* sequence
- Key frames – odd
- WZ frames – even
- Side information generated from motion-compensated interpolation (MC-I) or extrapolation (MC-E)
- Compared to DCT-based intraframe coding and H.263+ I-B-I-B coding
- Similar step size in all bands



Conclusions

- High-rate quantization for distributed coding
 - Lattice quantizers without index repetition asymptotically optimal
 - Operational Wyner-Ziv rate loss vanishes as $D \rightarrow 0$
- Transforms for distributed coding
 - Transformation of the source vector
 - ▶ KLT of source vector determined by $\bar{\Sigma}_{\mathbf{X}|\mathbf{Y}} = \mathbb{E}_{\mathbf{Y}}[\text{Cov}[\mathbf{X}|\mathbf{Y}]]$
 - ▶ Optimal in the Gaussian case
 - ▶ DCT optimal if source process conditionally stationary
 - Transformation of the side information, Gaussian case
 - ▶ Transformed estimate of source data given side information
 - ▶ No loss in rate or distortion performance
- Experiments show important performance improvement



Transforms for High-Rate Distributed Source Coding

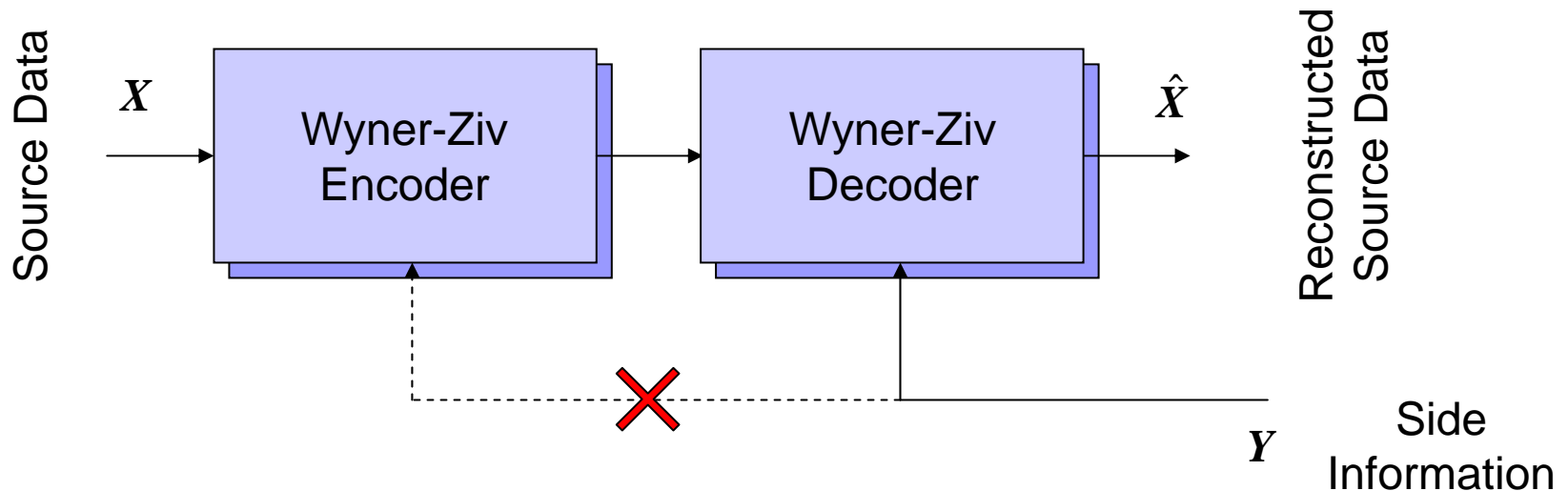
David Rebollo-Monedero, Anne Aaron and Bernd Girod



Information Systems Lab
Dept. of Electrical Eng.
Stanford University



Wyner-Ziv Coding



- Rate-distortion theory for distributed source coding suggests small performance loss
[Slepian, Wolf, 73] [Wyner, Ziv, 76] [Zamir, 96]
- Many applications, for instance video coding



High-Rate Quantization

■ Gaussian scalar case

■ Y noisy version of X

■
$$\text{SNR}_{\text{IN}} = \frac{\sigma_X^2}{\sigma_Z^2} = 5 \text{ dB}$$

■
$$\text{SNR}_{\text{OUT}} = \frac{\sigma_X^2}{D}$$

[Rebollo, Zhang, Girod, 03]

