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论文

基于H.264的多参考帧快速运动估计算法

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摘要:

在H.264标准中,为提高图像质量和压缩效率,编码器支持7种块类型在多个参考帧中搜索最佳运动矢量。参考代码采用对参考帧逐一搜索的方式,极大地增加了计算复杂度。根据相邻帧间运动矢量的相关性和连续性,使用合成运动矢量来预测最佳的匹配位置。同时,结合分块模式的终止准则可以避免不必要的参考帧搜索。实验表明,较JVT参考模型该算法编码速度能提高6倍以上,同时保证了图像的高质量和低比特率。

关键词: H.264 运动估计 多参考帧 终止准则 H.264 motion estimation multiple reference frames half-stop criteria

Fast motion estimation algorithm for H.264 with multi-references

Abstract:

In H.264 standard, the codec allows seven block types to search the best motion vector in several reference frames to achieve lower bit rate and higher quality. Since the reference code uses the full search scheme to obtain the best performance, it will increase the computational complexity significantly. Synthesis motion vectors were adopted to predict the optimal matching location according to correlation and continuity of motion vectors among adjacent frames. Meanwhile, adaptive criteria related to selected MB's mode were used to determine whether it is necessary to search more reference frames. The simulation results show that the speed of the proposed algorithm is over six times faster than that of the original scheme adopted in JVT reference software with similar video quality and low bit rate.

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