

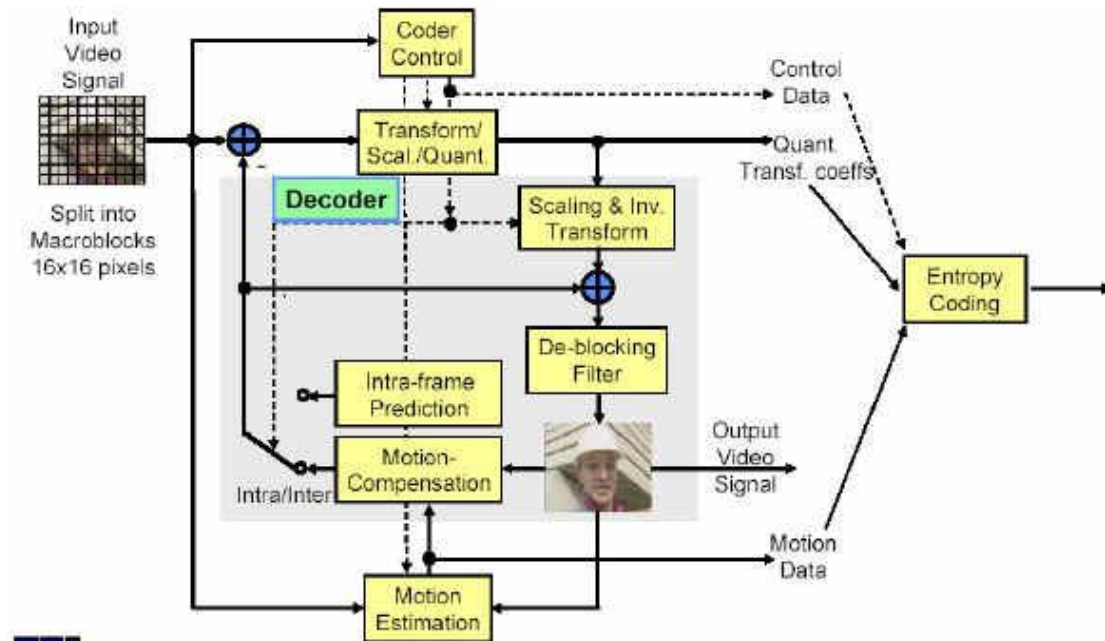
# **H.264/MPEG-4 AVC (Advanced Video Coding) Decoder Design**

# H.264/AVC

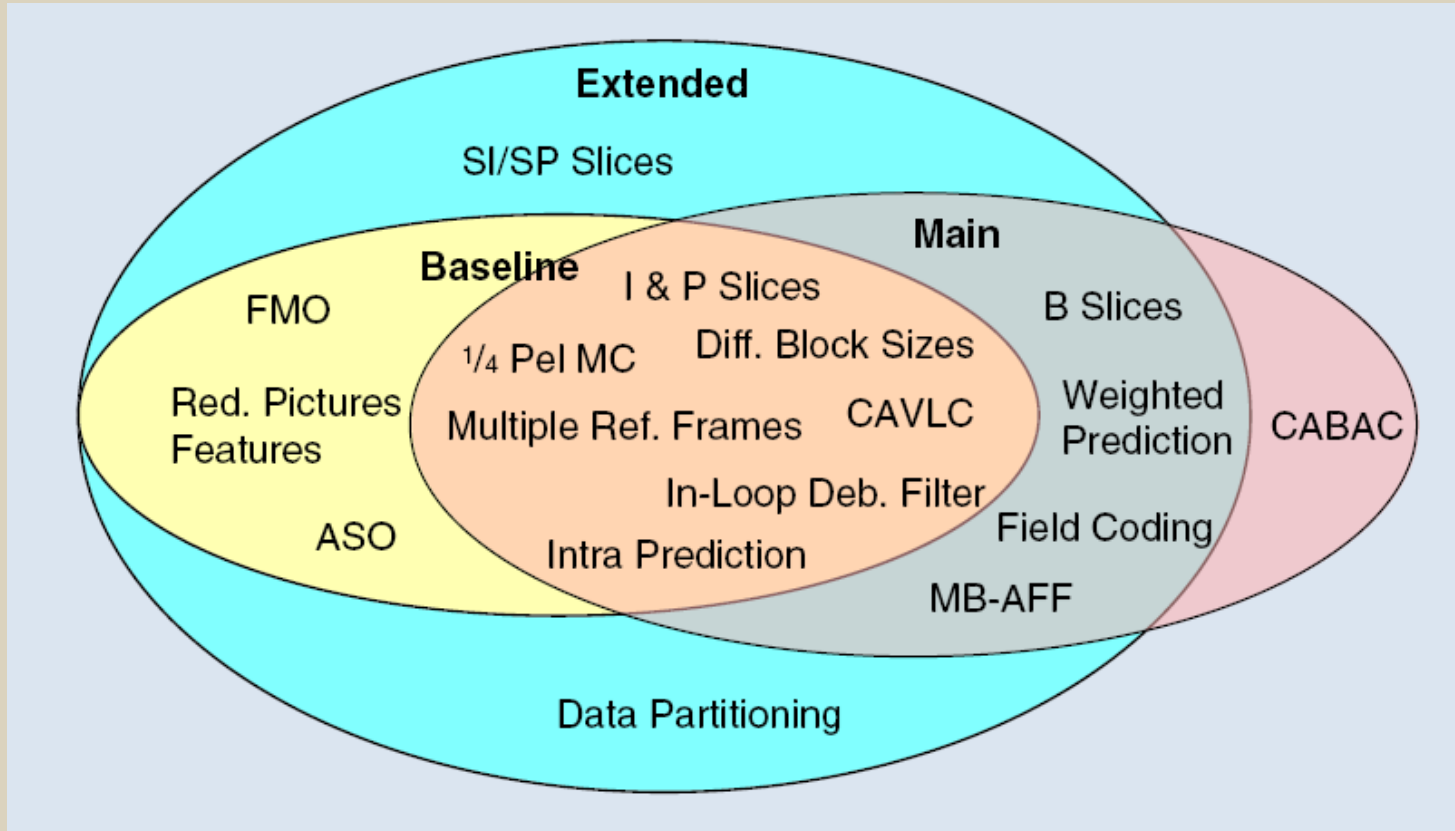
- ◆ H.264, a.k.a. MPEG-4 Part 10, is a digital video codec standard written by the ITU-T Video Coding Experts Group (VCEG) and the ISO/IEC Moving Picture Experts Group (MPEG) as the product of a collective partnership effort known as the Joint Video Team (JVT).
- ◆ The ITU-T H.264 standard and the ISO/IEC MPEG-4 Part 10 standard (formally, ISO/IEC 14496-10) are technically identical, and the technology is also known as AVC, for Advanced Video Coding.
- ◆ Goals:
  - good video quality at bit rates that are substantially lower (e.g., half or less) than what previous standards without excessive complexity
  - applied to a very wide variety of applications (e.g., for both low and high bit rates, and low and high resolution video) and
  - to work well on a very wide variety of networks and systems (e.g., for broadcast, DVD storage, RTP/IP packet networks, and ITU-T multimedia telephony systems).

# Video CODEC is a mixture of algorithmic tools

- Tool 1 – Intra frames
- Tool 2 – Motion estimation
- Tool 3 – Search strategies
- Tool 4 – Block Matching
- Tool 5 – B frames
- Tool 6 - Transformation
- Tool 7 - Quantization
- Tool 8 – Entropy coding
- Tool 9 – Deblocking filter



# Profiles



**Profile** : a set of coding tools or algorithms

(EX) Baseline decoder

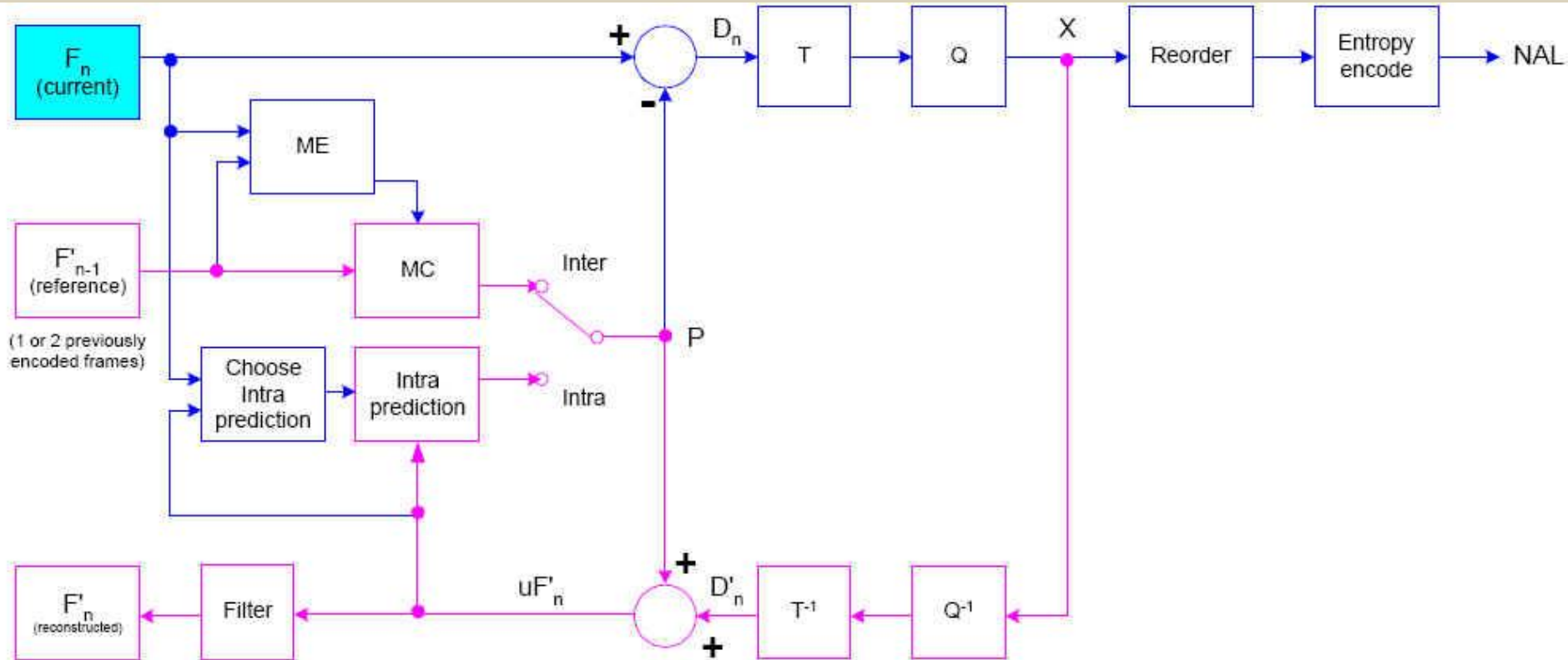
**Level** : a degree of capability

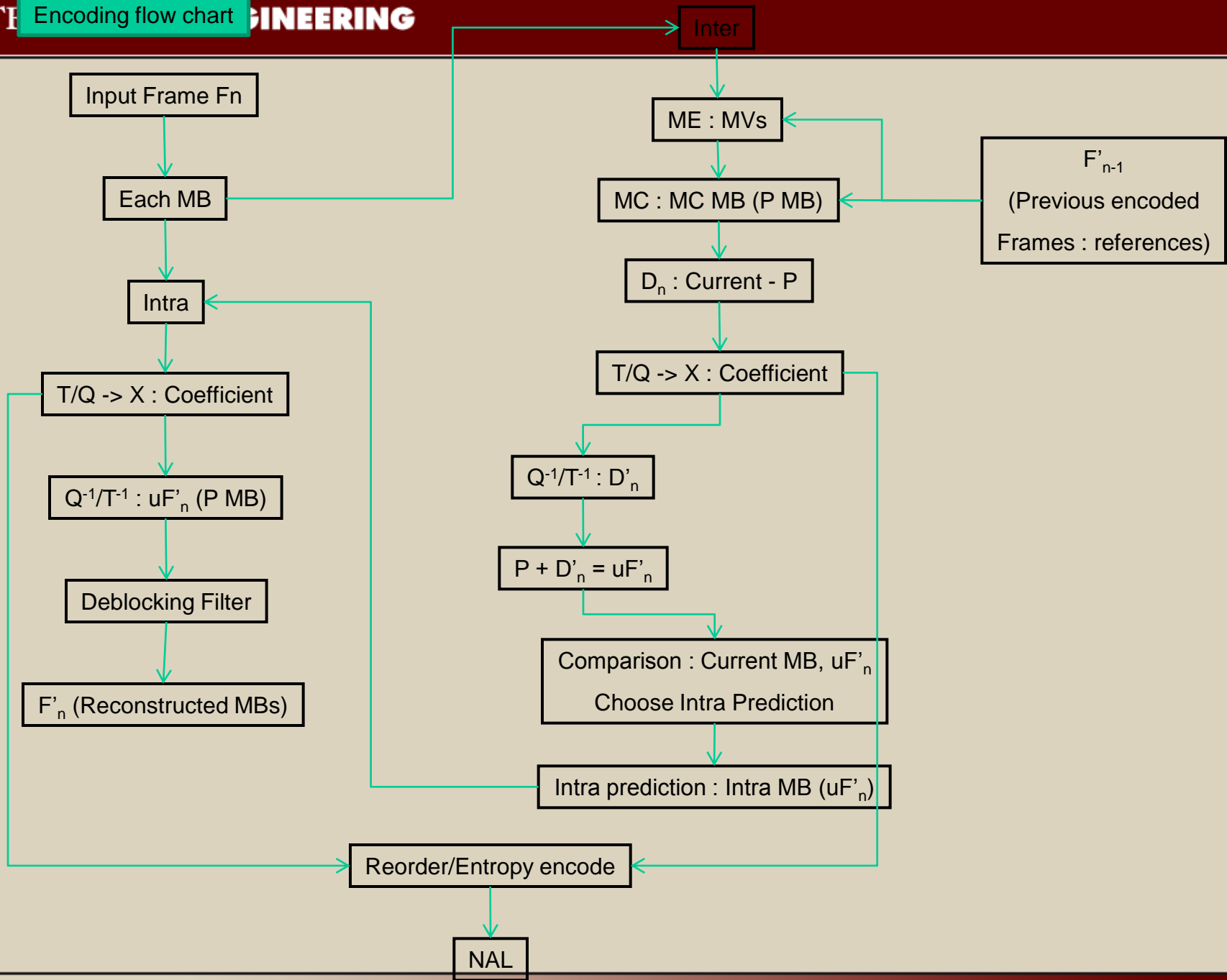
(EX) Resolution or speed of decoding

# Coding Tools in Profiles

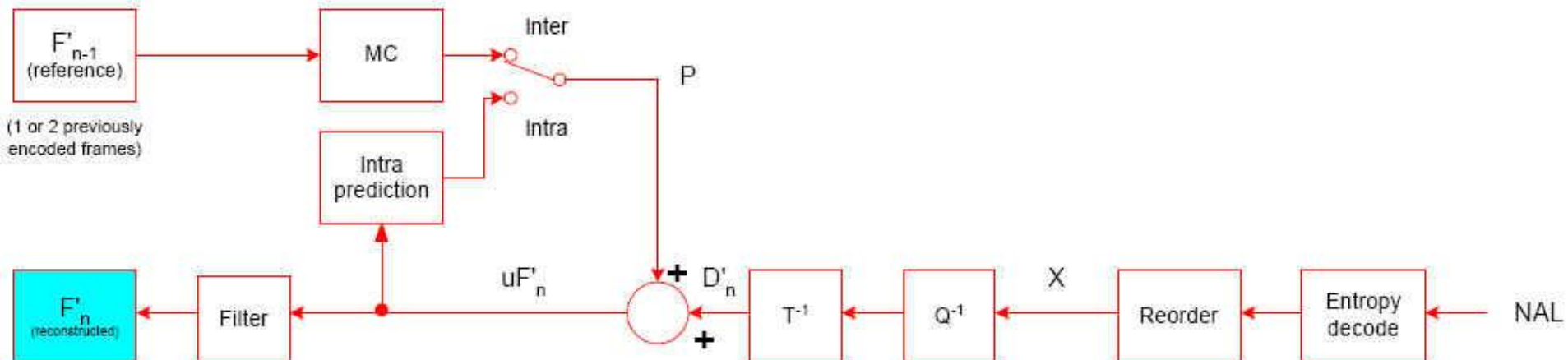
Tools\Profiles	Baseline	Main	Extended	High	High 10	High 4:2:2	High 4:4:4
Intra Prediction	X	X	X	X	X	X	X
4x4 Transform	X	X	X	X	X	X	X
Segmented MC	X	X	X	X	X	X	X
Multiple reference MC	X	X	X	X	X	X	X
Unrestricted MC	X	X	X	X	X	X	X
Luma Quarter pel	X	X	X	X	X	X	X
Chroma 1/8 <sup>th</sup> pel MC							
CAVLC	X	X	X	X	X	X	X
In-loop Deblocking	X	X	X	X	X	X	X
Slice Groups (FMO/ASO)	X		X				
Redundant Slices	X		X				
Multi-hypothesis MC		X	X	X	X	X	X
CABAC		X		X	X	X	X
MB-AFF		X	X	X	X	X	X
PAFF		X	X	X	X	X	X
Weighted MC		X	X	X	X	X	X
Data partitioning			X				
Spare pictures			X				

# Encoding Block Diagram

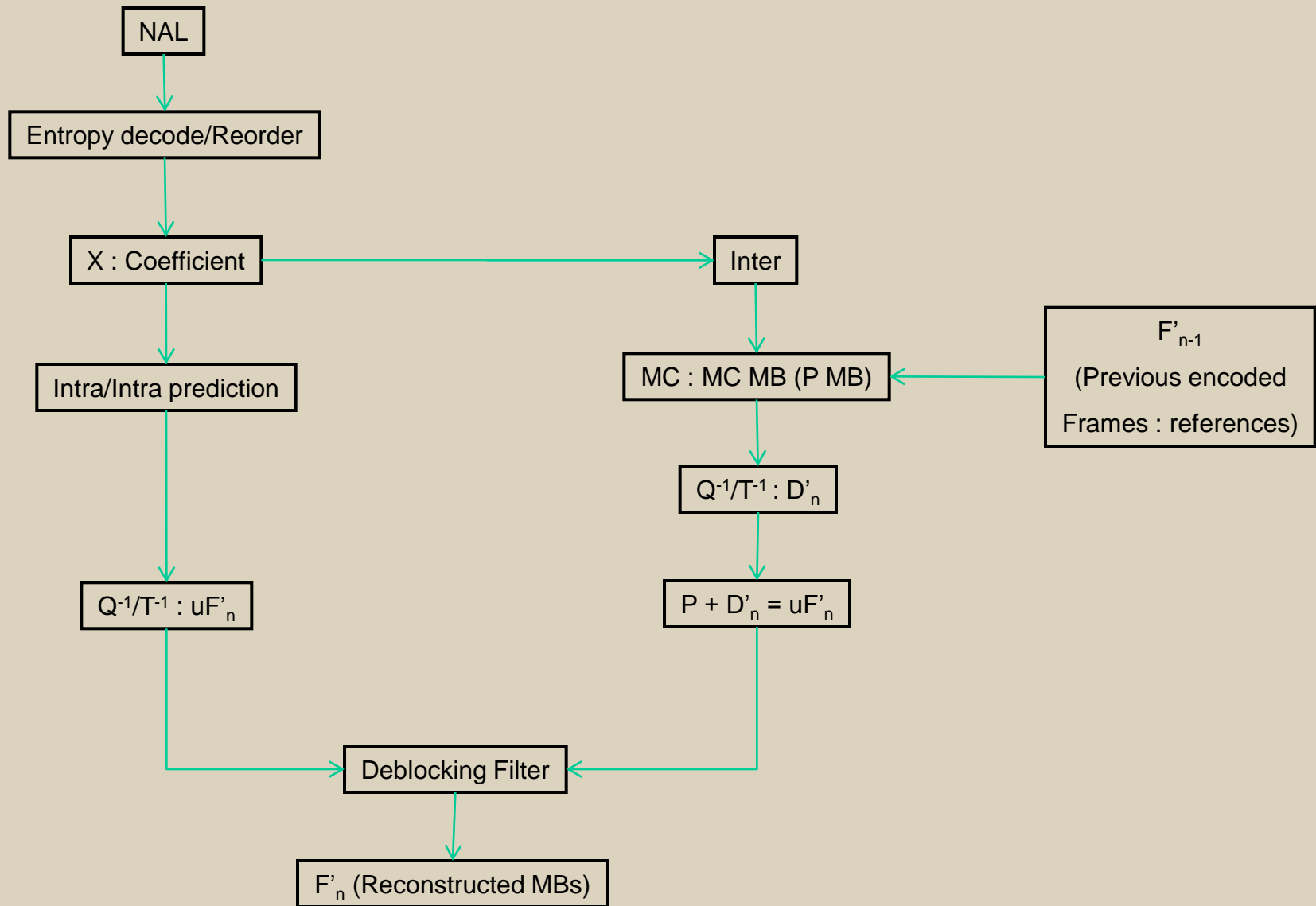




# Decoding Block Diagram



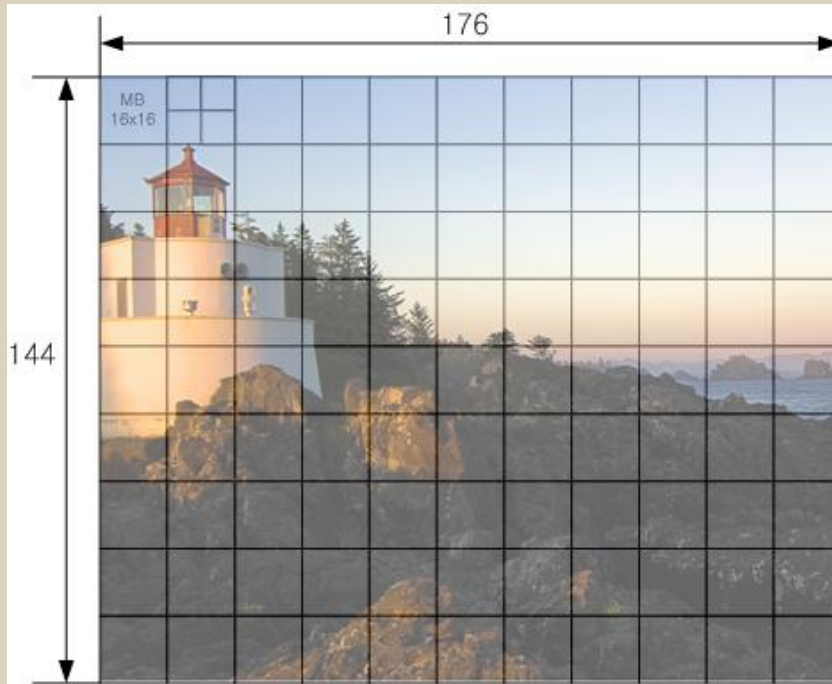




## H.264/AVC Decoder Architecture

- ✿ Video decoder (VDEC) is H.264/AVC baseline decoder
- ✿ Dedicated, full hardwired ASIC design without utilizing any GPP/DSP cores
- ✿ RTL coded in Verilog-HDL
- ✿ Real-time H.264/AVC baseline decoding of QCIF(176x144) resolution
  - ❖ Intra/inter prediction
  - ❖ 4:2:0 sampling
  - ❖ Deblocking filter
  - ❖ CAVLC/Exp-Golomb
  - ❖ No B pictures

# H.264/AVC Decoder frame resolution



QCIF image (176x144)

Data size of a QCIF image  
 = 11 x 9 MB  
 = 99 x 6 blocks  
 = 99 x 6 x 8 x 8 bytes  
 = 38016 x 8 bits  
 = 9504 x 32 bits  
 (1 block = 8 x 8 pixels, 1 pixel = 8 bits)



Y : 4 blocks



Cb : 1 block

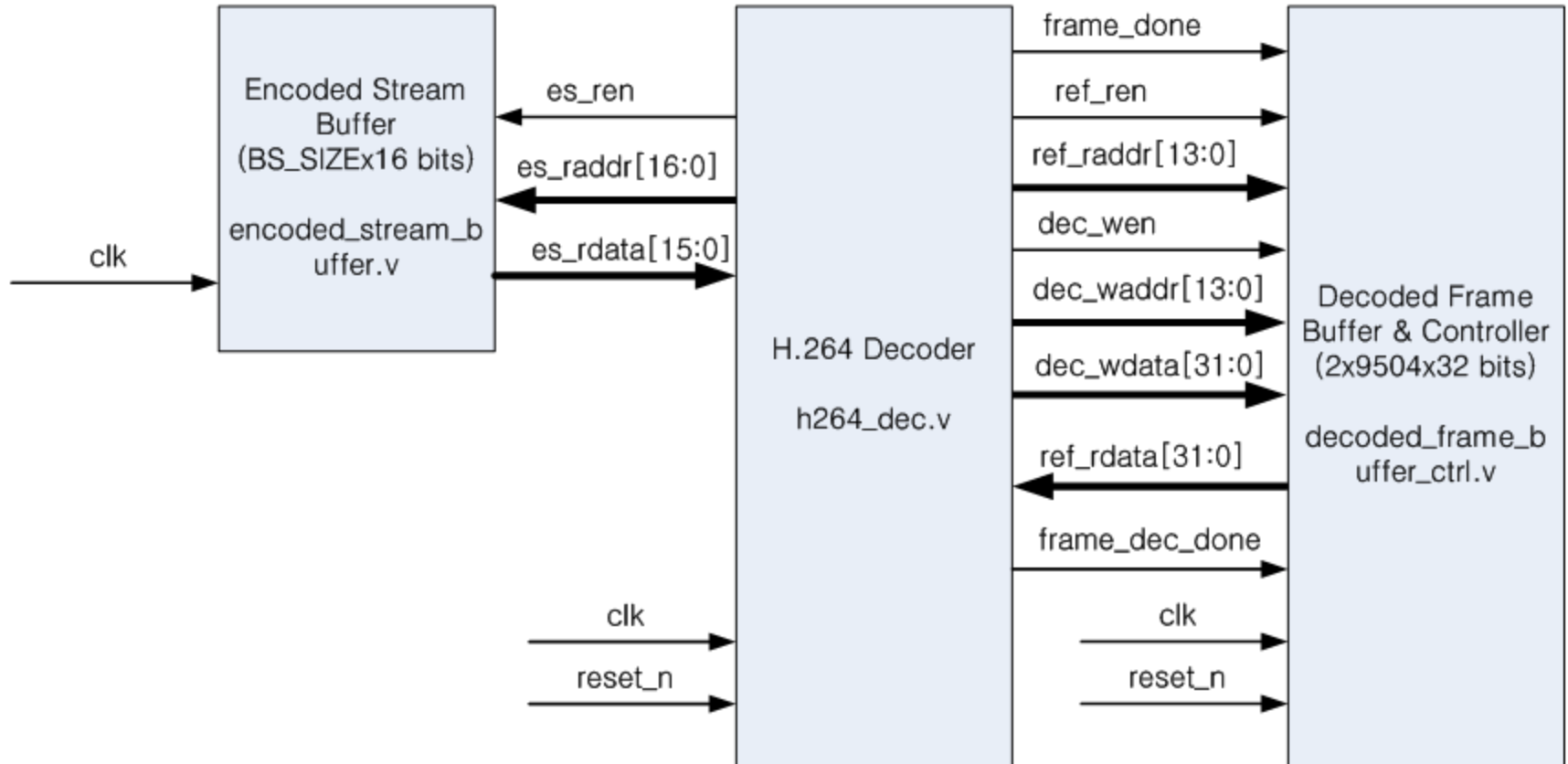


Cr : 1 block

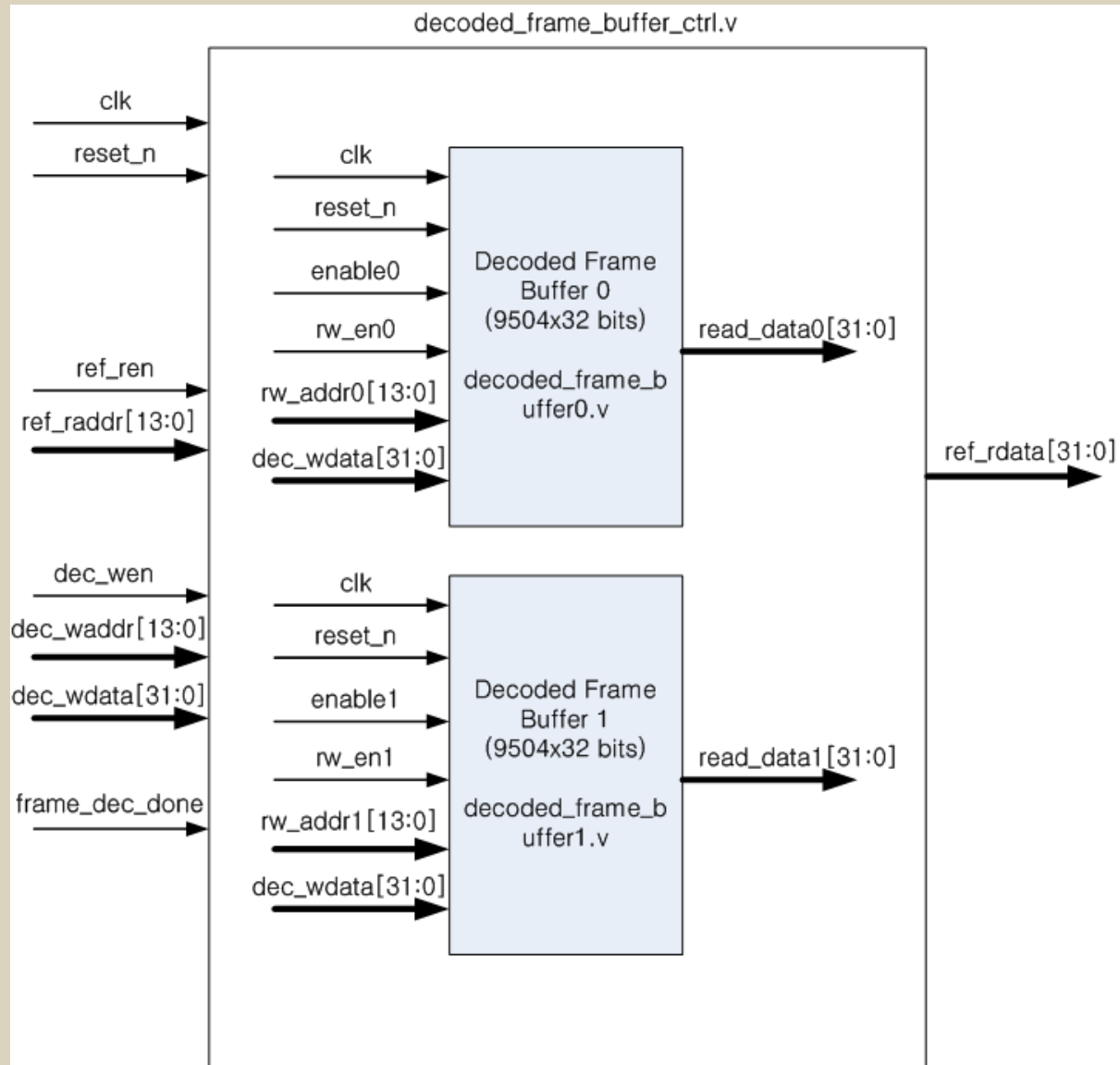
1 MB consists of 4 Y, 1Cr, and 1 Cb

# Sample Code: H.264/AVC Decoder Template

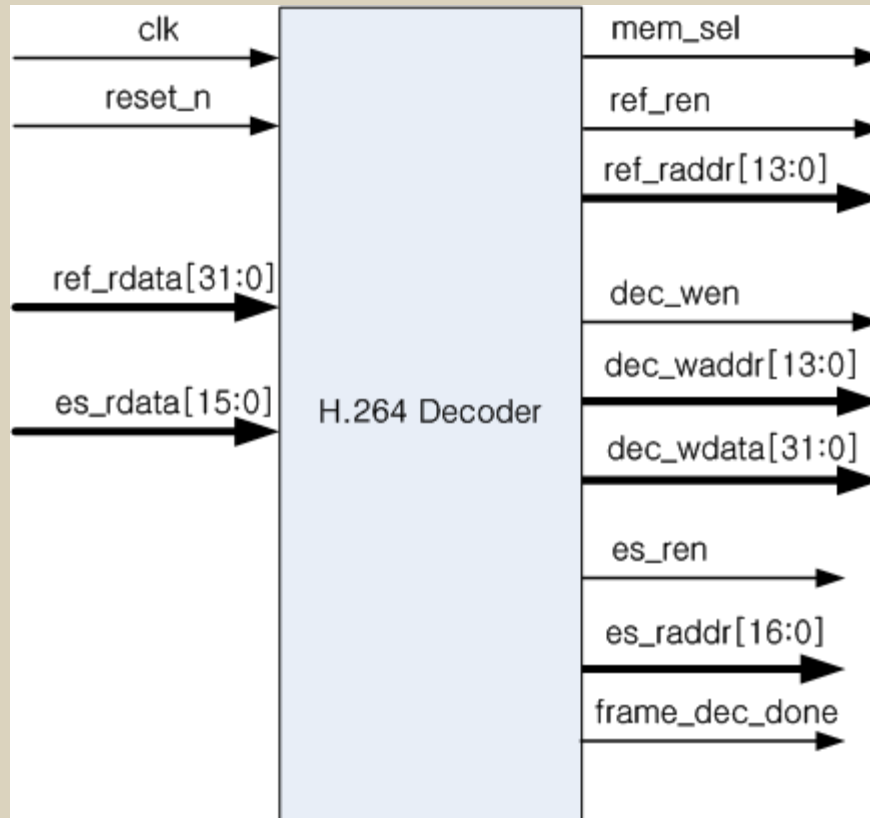
tb\_h264\_dec.v



# H.264/AVC Decoder: Memory Block

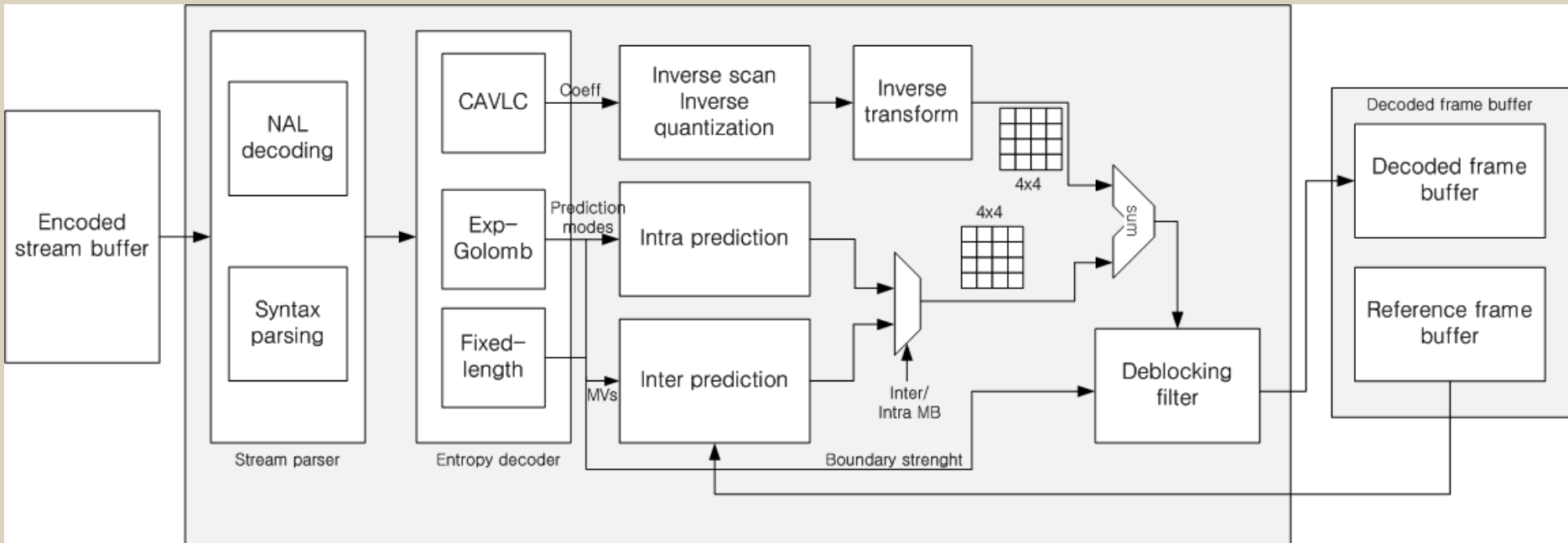


# H.264/AVC Decoder: Decoder Main Block



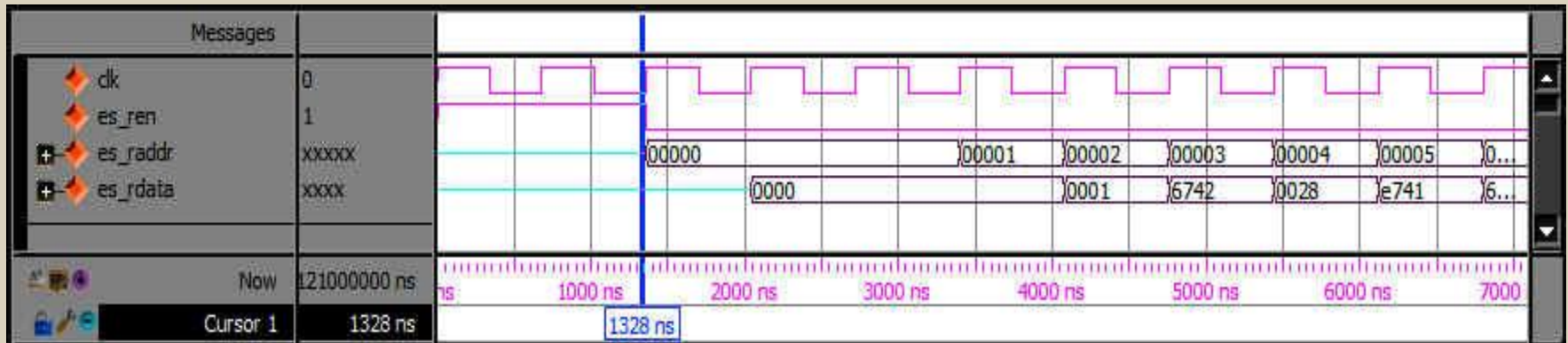
# H.264/AVC Decoder: Decoder Top Block Diagram

H.264 decoder



# Timing Specification: Encoded Stream Buffer

## Timing of Encoded stream buffer





# Timing Specification: Decoded Frame Buffer

❖ Frame\_sel = 0

buffer 0 → storing a decoded frame

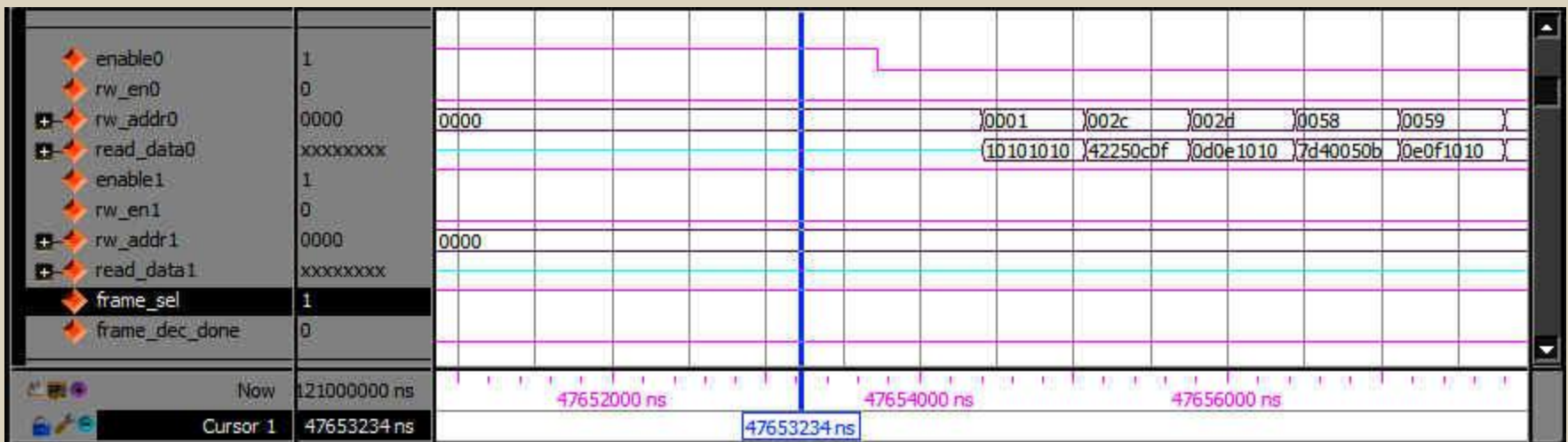
buffer 1 → reading a reference frame

❖ Frame\_sel = 1

buffer 1 → storing a decoded frame

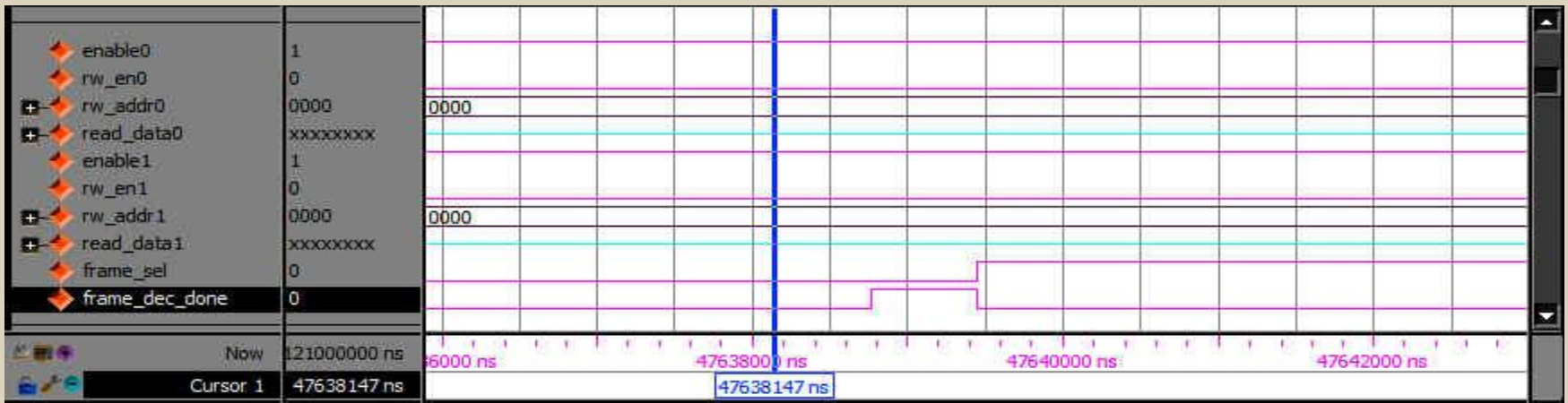
buffer 0 → reading a reference frame

Timing of read signals (enable is negative active, frame\_sel = 1)



# Timing Specification: Decoded Frame Buffer

## Generation of frame\_sel signal



Timing of write signals (enable is negative active, frame\_sel = 0)

