Faculty of Electronics and Computer Engineering

VARIABLE BLOCK BASED MOTION ESTIMATION USING HEXAGON DIAMOND FULL SEARCH ALGORITHM (HDFSA) VIA BLOCK SUBTRACTION TECHNIQUE

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A thesis submitted
in fulfilment of the requirements for the degree of Master of Science
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2015

DECLARATION

I declare that this thesis entitle "Variable Block Based Motion Estimation Using Hexagon Diamond Full Search Algorithm (HDFSA) Via Block Subtraction Technique" is the result of my own research except as cited in the references. The thesis has not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

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APPROVAL

I hereby declare that I have read this report and in my opinion this report is sufficient in terms of scope and quality for the award of Master of Science in Electronic Engineering.

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ABSTRACT

Motion estimation is a technique to reduce high information redundancy which exists between successive frames in a video sequences. There are many types of motion estimation method but the most used method is the block matching method which is the fixed block matching and the variable block matching. The fixed block matching uses the same block size throughout the motion estimation process while the variable block matching uses different block size. The variable block matching developed based on four stages which is the video and frame selection, threshold calculation, block size selection and search pattern. In the video and frame selection, pre-defined video which have different type of motion and size is used for the algorithm evaluation purpose. The threshold calculation is based on the video selected. Each video selected will have its own threshold which is used for the block size selection. There is three block size selection which is 16×16 pixels block size (uniform motion), 8×8 pixels block size (moderate motion) and 4×4 pixels block size (complex motion). In order to calculate the threshold and block size selection, the block subtraction technique is implemented. The concept of the block subtraction technique is based on the changes of pixels value between successive frames which represent the existence of motion. The next stage of algorithm development is the search pattern which is the hexagon diamond (16×16 and 8×8 pixels block size) and full search pattern (4×4 pixels block size). To evaluate the performance of the developed algorithm, the average PSNR value, average search point and average elapsed processing time is calculated. Overall, the developed algorithms have similar PSNR value and lower average search point compared to superior algorithms. The average elapsed processing time have increased due to the implementation of the block subtraction technique and the variable block matching.

ABSTRAK

Anggaran pergerakan adalah satu teknik yang digunakan untuk mengurangkan pertindihan maklumat yang tinggi wujud di antara bingkai berturut-turut dalam urutan video. Terdapat pelbagai teknik anggaran pergerakan yang digunakan tetapi kaedah yang paling banyak digunakan ialah kaedah blok sepadan iaitu padanan blok tetap dan padanan blok berubah-ubah. Padanan blok tetap menggunakan saiz blok yang sama sepanjang proses anggaran gerakan manakala padanan blok berubah-ubah menggunakan saiz blok yang berbeza. Padanan blok berubah-ubah dibangunkan berdasarkan kepada empat peringkat iaitu pemilihan video dan bingkai, pengiraan ambang, pemilihan saiz blok dan corak carian. Dalam peringkat pemilihan video dan bingkai, video yang digunakan mempunyai berlainan jenis gerakan dan saiz untuk tujuan penilaian algoritma yang dibangunkan. Peringkat pengiraan ambang pula adalah berdasarkan kepada video yang dipilih. Setiap video yang dipilih akan mempunyai ambang sendiri yang digunakan untuk pemilihan saiz blok. Terdapat tiga saiz blok pemilihan iaitu 16 × 16 piksel saiz blok (gerakan seragam), 8 × 8 piksel saiz blok (pergerakan sederhana) dan 4 × 4 piksel saiz blok (pergerakan kompleks). Dalam usaha untuk mengira ambang dan pemilihan saiz blok, teknik blok penolakan dilaksanakan. Konsep teknik blok penolakan adalah berdasarkan perubahan nilai piksel antara bingkai berturut-turut yang mewakili kewujudan gerakan. Peringkat seterusnya pembangunan algoritma adalah corak carian yang mempunyai dua jenis corak carian yang digunakan iaitu "Hexagon Diamond Search" (16 × 16 piksel saiz blok dan 8 × 8 piksel saiz besar) dan "Full Search" (4 × 4 piksel saiz besar). Untuk menilai prestasi algoritma yang dibangunkan, nilai purata PSNR, purata titik carian dan purata masa pemprosesan berlalu dikira. Secara keseluruhan, ia menunjukkan bahawa algoritma yang dibangunkan mempunyai nilai PSNR yang sama dan purata titik carian yang lebih rendah berbanding dengan algoritma yang telah dibangunkan. Purata masa pemprosesan berlalu meningkat kerana pelaksanaan teknik penolakan blok dan padanan blok berubah-ubah.

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TABLE OF CONTENT

			PAGE
DECLARATION			
APPROVAL			
ABSTRACT			**i**
ABSTRAK			**ii**
ACKNOWLEDGEMENT			**iii**
TABLE OF CONTENTS			**iv**
LIST OF TABLES			**vi**
LIST OF FIGURES			**vii**
LIST OF SYMBOLS			**xi**
LIST OF ABBREVIATIONS			**xii**
LIST OF PUBLICATIONS			**xv**
CHAPTER			
1.	**INTRODUCTION**		**1**
	1.1	Introduction	1
	1.2	Problem Statement	3
	1.3	Objective	4
	1.4	Contribution	4
	1.5	Methodology	5
	1.6	Scope of Work	8
	1.7	Organization of Thesis	8
2.	**LITERATURE REVIEW**		**10**
	2.1	Video Compression	10
		2.1.1 Fundamental of Lossy Compression	10
		2.1.2 Fundamental of Lossless Compression	11
	2.2	Motion Estimation	11
	2.3	Block Based Motion Estimation	13
	2.4	Peak Signal to Noise Ratio	15
	2.5	Mean Absolute Difference and Sum Absolute Difference	16
	2.6	Fast Fixed Block Matching Algorithms	17
		2.6.1 Full Search Algorithm	17
		2.6.2 Three Step Search Algorithm	18
		2.6.3 New Three Step Search Algorithm	20
		2.6.4 Four Step Search Algorithm	21
		2.6.5 Diamond Search Algorithm	23
		2.6.6 Hexagon-Based Search Algorithm	24
		2.6.7 Hexagon Diamond Search Algorithm	26
		2.6.8 Advantages and Disadvantages of Fast Block Matching Algorithm	28
	2.7	Variable Block Matching Algorithm	31
		2.7.1 Image Segmentation Technique	32
		2.7.2 Content-Based Technique	32
		2.7.3 Phase Correlation-Based Technique	33
		2.7.4 H.264 / MPEG-4 AVC	33
		2.7.5 Advantages and Disadvantage of Variable Block Matching Algorithm	37

2.8 Summary 38

3. RESEARCH METHODOLOGY 39
3.1 Video and Frame Selection 40
3.2 Threshold Calculation 42
3.3 Block Size Selection 53
3.4 Search Pattern 57
3.4.1 Hexagon Diamond Search Algorithm 57
3.4.2 Full Search Algorithm 61
3.5 Full Flowchart Process 63
3.6 Summary 66

4. RESULTS AND DISCUSSIONS 67
4.1 Results 67
4.1.1 Akiyo Video Sequence 67
4.1.2 Claire Video Sequence 69
4.1.3 Coastguard Video Sequences 71
4.1.4 Foreman Video Sequences 73
4.1.5 News Video Sequences 75
4.1.6 Salesman Video Sequences 77
4.1.7 Table Tennis Video Sequences 79
4.2 Discussion 81
4.2.1 Predicted Image 81
4.2.2 Block Subtraction Technique 83
4.2.3 Threshold 84
4.2.4 Search Pattern 86
4.2.5 Block Size 87
4.2.6 Comparison with Fixed Sized Block Matching 89
4.3 Summary 97

5. CONCLUSION AND FUTURE WORK RECOMMENDATION 98
5.1 Conclusion 98
5.2 Future Work Recommendation 100

REFERENCES 101

LIST OF TABLES

TABLE	TITLE	PAGE
2.1	Motion Estimation Techniques	13
2.2	Search Algorithms Advantages and Disadvantages	28
2.3	Variable Search Algorithms Advantages and Disadvantages	37
3.1	Video Sequences and Frame Resolution	40
3.2	Max and Min Value of Each Pre-Defined Video Sequences	50
3.3	Threshold of Each Pre-Defined Video Sequences	52
4.1	Akiyo Performance Analysis Results	69
4.2	Claire Performance Analysis Results	71
4.3	Coastguard Performance Analysis Results	73
4.4	Foreman Performance Analysis Results	75
4.5	News Performance Analysis Results	77
4.6	Salesman Performance Analysis Results	79
4.7	Table Tennis Performance Analysis Results	81
4.8	Video Sequence Characteristic	82
4.9	Average PSNR Value for All Superior and Developed Algorithms	90
4.10	Average Search Point for All Superior and Developed Algorithms	92
4.11	Average Elapsed Processing Time for All Superior and Developed Algorithms	95

LIST OF FIGURES

FIGURE	TITLE	PAGE
1.1	Flowchart of Research Methodology	7
2.1	Motion Vector Representations	12
2.2	Block Based Motion Estimation	14
2.3	FS Motion Vector Search Methodologies	18
2.4	TSS Motion Vector Search Methodologies	19
2.5	NTSS Motion Vector Search Methodologies	21
2.6	FSS Motion Vector Search Methodologies	22
2.7	LDSP and SDSP Search Pattern	23
2.8	DS Motion Vector Search Methodologies	24
2.9	LHBSP and SHBSP Search Pattern	25
2.10	HEXBS Motion Vector Search Methodologies	26
2.11	Hexagon and Diamond Search Pattern	27
2.12	HEXDS Motion Vector Search Methodologies	28
2.13	Variable Block Size and Their Respective Mode Introduced by the H.624 Standard	35
3.1	Variable Block Based Motion Estimation Process Flow	39
3.2	Frame Selection Range	41
3.3	Flowchart of Video and Frame Selection	41

3.4	Block Division of 16 × 16 pixels Block Size	43
3.5	16 × 16 Pixels Block Subtraction Technique	44
3.6(a)	Pixel Values in Block 79 of the First Frame	45
3.6(b)	Pixel Values in Block 79 of the Second Frame	46
3.7	Subtracted Pixel Values of Block 79 for the First Frame and Second Frame (Akiyo Video Sequence)	47
3.8	Scanning to Calculate the Total Non-Zero Elements	48
3.9	Non-Zero Element Arrangements	49
3.10	Threshold Point for Block Size Selection	51
3.11	Flowchart of Threshold Calculation	53
3.12	Block Size of 4 × 4 pixels	55
3.13	Block Size of 8 × 8 pixels	55
3.14	Flowchart of Block Size Selection	56
3.15	Hexagon and Diamond Search Pattern	57
3.16	Search Points in Hexagon Diamond Pattern	58
3.17	Hexagon Diamond Search Algorithm	59
3.18	Flowchart of Hexagon Diamond Search Algorithm	60
3.19	Full Search Algorithm	61
3.20	Flowchart of Full Search Algorithm	62
3.21	Full Flowchart Process	63
4.1	Akiyo Original and Predicted Image	68
4.2	Akiyo Average PSNR	68
4.3	Akiyo Average Search Point	69
4.4	Claire Original and Predicted Image	70
4.5	Claire Average PSNR	70

4.6	Claire Average Search Point	71
4.7	Coastguard Original and Predicted Image	72
4.8	Coastguard Average PSNR	72
4.9	Coastguard Average Search Point	73
4.10	Foreman Original and Predicted Image	74
4.11	Foreman Average PSNR	74
4.12	Foreman Average Search Point	75
4.13	News Original and Predicted Image	76
4.14	News Average PSNR	76
4.15	News Average Search Point	77
4.16	Salesman Original and Predicted Image	78
4.17	Salesman Average PSNR	78
4.18	Salesman Average Search Point	79
4.19	Table Tennis Original and Predicted Image	80
4.20	Table Tennis Average PSNR	80
4.21	Table Tennis Average Search Point	81
4.22	Surveillance Image	84
4.23(a)	Akiyo Non-Zero Elements	85
4.23(b)	Claire Non-Zero Elements	85
4.24	Missing Search Points	87
4.25	Block Size Selection in Frame 1 of Akiyo Video Sequences	88
4.26	Block Size Selection in Frame 1 of Claire Video Sequences	89
4.27	Average PSNR Value for All Superior and Developed Algorithms	91
4.28	Average Search Point for All Superior and Developed Algorithms	93
4.29	Average PSNR Value is Directly Proportional to Average Search Point	94

4.30 Average Elapsed Processing Time for All Superior and Developed Algorithms 96

LIST OF SYMBOLS

log	-	Logarithm
dB	-	Decibel
λ	-	Lambda
$\sum$	-	Summation

LIST OF ABBREVIATIONS

AVC - Advance Video Coding

BMA - Block Matching Algorithm

BMP - Bitmap Image File

BMME - Block Based Motion Estimation

BDM - Block Distortion Measure

DS - Diamond Search

DFT - Discrete Fourier Transform

FS - Full Search

FSS - Four Step Search

FSBM - Fixed Size Block Matching

FFBMA - Fast Fixed Block Matching Algorithms

FME - Fractional Motion Estimation

FMV - Fractional Motion Vector

GIF - Graphics Interchange Format

HEXBS - Hexagon Based Search

HEXDS - Hexagon Diamond Search

ITU-T - International Telecommunication Union – Telecommunication Standardization Sector

ISO - International Organization for Standardization

IEC	-	International Electrotechnical Commission
IME	-	Integer Motion Estimation
IMV	-	Integer Motion Vector
JPEG	-	Joint Photographic Expert Group
JVT		Joint Video Team
LDSP	-	Large Diamond Search Pattern
LHBSP	-	Large Hexagon Based Search Pattern
MV	-	Motion Vector
MSE	-	Mean Squared Error
MAD	-	Mean Absolute Difference
MAE	-	Mean Absolute Error
MPEG	-	Moving Picture Experts Group
MVP	-	Motion Vector Predictor
NTSS	-	New Three Step Search
PSNR	-	Peak Signal to Noise Ratio
PNG	-	Portable Network Graphics
RDO	-	Rate-Distortion Optimization
SAD	-	Sum of Absolute Differences
SDSP	-	Small Diamond Search Pattern
SHBSP	-	Small Hexagon Diamond Search Pattern
SATD	-	Sum of Absolute Transformed Difference
TSS	-	Three Step Search
TIFF	-	Tagged Image File Format
VBMA	-	Variable Block Matching Algorithm
VCEG	-	Video Coding Expert Group

3DRS - 3D Recursive Search

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CHAPTER 1

INTRODUCTION

This chapter briefly explain about the motion estimation using the block-matching technique. The problem statement, objectives, scope of work, methodology and contribution of this research are presented subsequently. The outline of this thesis is presented at the end of this chapter.

1.1 Introduction

In a video series, high intensity of temporal redundancy is exist in between successive frames. Due to these circumstances, video compression is achieved by reducing the temporal redundancy for data storage and transfer of the video series (Shenolikar and Narote, 2009b). In order to achieve it, motion estimation plays an important role in video compression due to the ability to exploit and reduce the temporal redundancy that is exists between the video frames (Jing and Chau, 2004). Motion estimation extracts information from the video series in order to find the motion vector coordinate which is the new coordinate of the similar pixels of the previous frame in the current frame (Phadtare, 2007).

There are two foremost techniques used for motion estimation which is the pixel recursive algorithms and the Block Matching Algorithm (BMA) (Dhahri *et. al.*, 2009). The pixel recursive algorithm technique estimates motion based on pixel to pixel basis while the BMA perform on block by block basis (Dhahri *et. al.*, 2009). The motion estimation technique use the widely adopted block matching technique due to its simplicity; less computational complexity and practical approach in determining the motion vector coordinate (Tao *et. al.*, 2008). The block matching technique has been adopted and implemented into the international video coding standard, such as MPEG-1, MPEG-2, H.261, H.263 and H.264 (Tu *et. al.*, 2005). The block matching technique employs different types of superior search pattern which have been developed to determine the best matched blocks. The superior search patterns which have been developed are the Full Search (FS) (Paramkusam and Reddy, 2011), Three Step Search (TSS) (Koga *et. al.*, 1981), New Three Step Search (NTSS) (Li *et. al.*, 1994), Four Step Search (FSS) (Po and Ma, 1996), Diamond Search (DS) (Zhu and Ma, 2000), Hexagon Based Search (HEXBS) (Zhu *et. al.*, 2002) and Hexagon Diamond Search (HEXDS) (Ranjit *et. al.*, 2009). Each of the superior search patterns employs different type of search strategies to determine and capture motion vector coordinate.

The idea of block matching technique is, each frame is divided into non-overlapping small square shape blocks size 16 × 16 pixels (Ahmad *et. al.*, 2006).The small square shape blocks of 16 × 16 pixels in the current frame is then compared with the small square shape blocks of 16 × 16 pixels in the previous frame to search for the matching motion vector coordinate (Ezhilarasan and Thambidurai, 2008).

In this thesis, a new variable block size motion vector estimation technique algorithm is presented. The aim of this algorithm is to find the optimum motion vector with minimal

number of search points along the algorithm search process. The performance of this algorithm is compared to other superior algorithms in terms of average Peak Signal to Noise Ratio (PSNR), average search point and average elapsed processing time.

1.2 Problem Statement

In video transmission especially for low bit rate video, predictive coding is used to predict the content of frames in the next sequences. Generally, the changes of objects from one frame to another frame are minimal which allows prediction of next frame from previous frames. In order to get the predicted frames, motion estimation plays an important role in measuring and producing that frames.

Conventional motion estimation algorithms use Fixed Sized Block Matching (FSBM) which is employed by international standards such as the MPEG-1, MPEG-2, H.261 and H.263 (Tu *et. al.*, 2003). FSBM divides frames of video into non-intersection fixed square blocks of equal size 16 × 16 pixels, 8 × 8 pixels or 4 × 4 pixels. Each of the blocks in the frame undergoes a search to find the best matching block in the reference frame. The displacement of the block is denoted with a vector known as motion vector (MV) (Gohokar and Gohokar, 2011).

In FSBM, flexibility is a setback whereby the block size being used is constant which does not take account the size characteristic of the object (Chang *et. al.*, 1998). Each of the objects in a frame is processed in the equal block size. FSBM also have a disadvantage in selection of the block size. Small block size selection also introduces noise interference (Gohokar and Gohokar, 2011) and increases the transmission rate due to the increase of the

MV which need to be encoded (Verma and Pandit, 2008). Increasing the block size leads to inaccuracy of obtaining the best match block for the prediction frame which leads to poor video compression (Gohokar and Gohokar, 2011).

In the year 2010, Ranjit Singh Sarban Singh completed master research entitled Hexagon Diamond Search for Motion Estimation: Implementation and Performance (Ranjit, 2010). The master research used FSBM for the Hexagon-Diamond search pattern. In order to expand the research done by Ranjit Singh Sarban Singh, variable block based motion estimation is proposed to detect motion according to the size and complexity using the Hexagon-Diamond search pattern to overcome setback from the FSBM.

1.3 Objective

Motion estimation has become an important tool for video compression. Although many algorithms have been proposed and developed to reduce the search points, computational complexity and increase the compression quality, though it still do not achieve the optimal results.

Thus, the objective of the research is to develop a new variable block-based motion estimation technique.

1.4 Contribution

In this research, a variable block based Hexagon-Diamond search pattern is developed based on previous master research done by Ranjit Singh Sarban Singh in the year 2010(Ranjit,