

Fast Sub-pixel Motion Estimation Using FFT-based Full Search Block Matching

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Abstract—We propose a fast sub-pixel motion estimation algorithm with the sum of squared differences (SSD) criterion.

I. INTRODUCTION

BM is widely used in many fields, including image inpainting and video sequence coding. Since sub-pixel BM is of great help in improving accuracy of motion estimation, BM must be executed with sub-pixel accuracy. However, BM with sub-pixel accuracy comes with a heavy computational load.

II. PREPARATION

(A) Block matching with pixel accuracy

Let $b(x, y)$ ($x = 0, 1, \dots, A-1, y = 0, 1, \dots, B-1$) be a macroblock and $f(x, y)$ ($x = 0, 1, \dots, M-1, y = 0, 1, \dots, N-1$) be a search window. The purpose of BM is to find the particular that yields the minimum matching criterion (e.g. SSD).

$$\text{SSD}_{b,f}(u, v) = \sum_{y=0}^{B-1} \sum_{x=0}^{A-1} (b(x, y) - f(u+x, v+y))^2, \quad (1)$$

$$(u, v) \in \mathbf{R}_{\text{IN}} = \{(u, v) | u = 0, 1, \dots, M-A \text{ and } v = 0, 1, \dots, N-B\}.$$

(B) FFT-based full-search BM [1]

Another matching criterion $E_{b,f}(u, v)$ is defined as

$$E_{b,f}(u, v) = P_{f^2}(u, v) - 2\text{cor}_{g_b, f}(u, v), \quad (2)$$

where

$$P_{f^2}(u, v) = \sum_{y=0}^{B-1} \sum_{x=0}^{A-1} \{f(u+x, v+y)\}^2, \quad (3)$$

$$\text{cor}_{g_b, f}(u, v) = \sum_{y=0}^{N-1} \sum_{x=0}^{M-1} b(x, y) f(u+x, v+y), \quad (4)$$

and $(u, v) \in \mathbf{R}_{\text{IN}}$. $f(x, y)$ is assumed to have the period (M, N) . The shift amount (u, v) that yields the minimum $E_{b,f}(u, v)$ is equal to that of the $\text{SSD}_{b,f}(u, v)$. $P_{f^2}(u, v)$ can be calculated recursively and $\text{cor}_{g_b, f}(u, v)$ can be calculated by using the FFT.

(C) BM with sub-pixel accuracy

Sub-pixel BM is generally achieved using pixels generated by interpolation in the spatial region. If the linear interpolation is used, the interpolated values $f_{(u,v,\alpha,\beta)}(x, y)$ is written as

$$\begin{aligned} f_{(u,v,\alpha,\beta)}(x, y) &= (1-\alpha)(1-\beta)f(u+x, v+y) + \alpha(1-\beta)f(u+x+1, v+y) \\ &+ (1-\alpha)\beta f(u+x, v+y+1) + \alpha\beta f(u+x+1, v+y+1), \quad (5) \end{aligned}$$

$0 \leq \alpha < 1, 0 \leq \beta < 1, 0 \leq u+\alpha \leq M-A$ and $0 \leq v+\beta \leq N-B$.

TABLE I
PROCESSING SPEED (MILLI-SECONDS)

| Method | Conventional | | | Proposed | | |
|----------|--------------|-----|-----|----------|-----|-----|
| Accuracy | 1/2 | 1/4 | 1/8 | 1/2 | 1/4 | 1/8 |
| Time(ms) | 19 | 48 | 169 | 16 | 18 | 29 |

III. PROPOSED METHOD

The criterion $E_{b,f(\alpha,\beta)}(u, v)$ between the macroblock and the interpolated value $f_{(u,v,\alpha,\beta)}(x, y)$ is given by

$$\begin{aligned} E_{b,f(\alpha,\beta)}(u, v) &= (1-\alpha)^2[(1-\beta)^2P_{f^2}(u,v) + \beta^2P_{f^2}(u,v+1) + 2\beta(1-\beta)P_{fH}(u,v)] \\ &+ \alpha^2[(1-\beta)^2P_{f^2}(u+1,v) + \beta^2P_{f^2}(u+1,v+1) + 2\beta(1-\beta)P_{fH}(u+1,v)] \\ &+ 2\alpha(1-\alpha)[(1-\beta)^2P_{fV}(u,v) + \beta^2P_{fV}(u,v+1) + \beta(1-\beta)P_{fD}(u,v)] \\ &- 2[(1-\alpha)(1-\beta)\text{cor}_{g_b, f}(u, v) + \alpha(1-\beta)\text{cor}_{g_b, f}(u+1, v) \\ &+ (1-\alpha)\beta\text{cor}_{g_b, f}(u, v+1) + \alpha\beta\text{cor}_{g_b, f}(u+1, v+1)], \quad (6) \end{aligned}$$

$$P_{fV}(u, v) = \sum_{y=0}^{B-1} \sum_{x=0}^{A-1} f(u+x, v+y)f(u+x+1, v+y), \quad (7)$$

$$P_{fH}(u, v) = \sum_{y=0}^{B-1} \sum_{x=0}^{A-1} f(u+x, v+y)f(u+x, v+y+1), \quad (8)$$

$$\begin{aligned} P_{fD}(u, v) &= \sum_{y=0}^{B-1} \sum_{x=0}^{A-1} [f(u+x, v+y)f(u+x+1, v+y+1) \\ &+ f(u+x+1, v+y)f(u+x, v+y+1)]. \quad (9) \end{aligned}$$

$P_{fV}(u, v) \sim P_{fD}(u, v)$ can be calculated recursively.

IV. SIMULATIONS

We simulated the motion compensation by using the 0-1 frames of the ‘‘caltrain’’ (512×400 , 8-bit grayscale) video sequences. The macroblock and search window sizes were fixed at 16×16 and 64×64 , respectively. We executed sub-pixel BM per 1/2, 1/4, and 1/8 pixels within ± 0.5 pixels from the resultant shift amount with pixel accuracy. Table I shows processing speed.

V. CONCLUSIONS

We proposed a new fast sub-pixel motion estimation algorithm with the SSD criterion. The higher the matching accuracy is, the faster the proposed method is.

REFERENCES

- [1] Z. Li, A. Uemura, and H. Kiya, ‘‘An FFT-based full-search block-matching algorithm with SSD criterion,’’ in Proc. APSIPA ASC2009, pp. 457-460, Oct. 2009.