



## Content-Aware Encoding for Next-Gen Content



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# Apple HLS recommendation for HEVC OTT deliveries

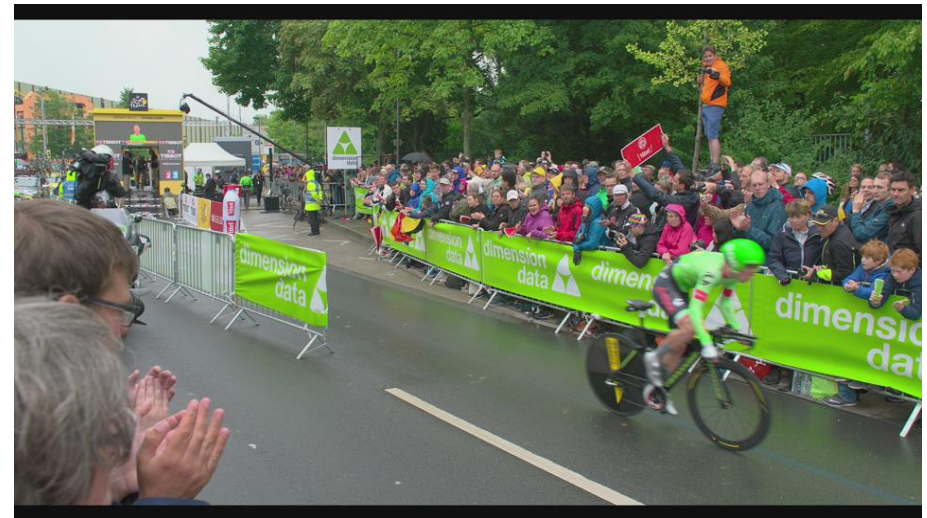
Resolution	HDR Bitrate (kbps)
3840 x 2160	20000
3840 x 2160	13900
2560 x 1440	9700
1920 x 1080	7000
1920 x 1080	5400
1280 x 720	3850
1280 x 720	2900
960 x 540	1930
960 x 540	1090
960 x 540	730
768 x 432	360
640 x 360	160

**Sum = 67020**

- Content independent:
  - Fixed setting, corresponding to average sequence characteristics
  - Usually CBR
  - Suboptimal
- ≠ Adapting to content diversity:
  - Flexible
  - CBR (constant) or VBR (variable)
  - Optimal
  - **Future-proof**

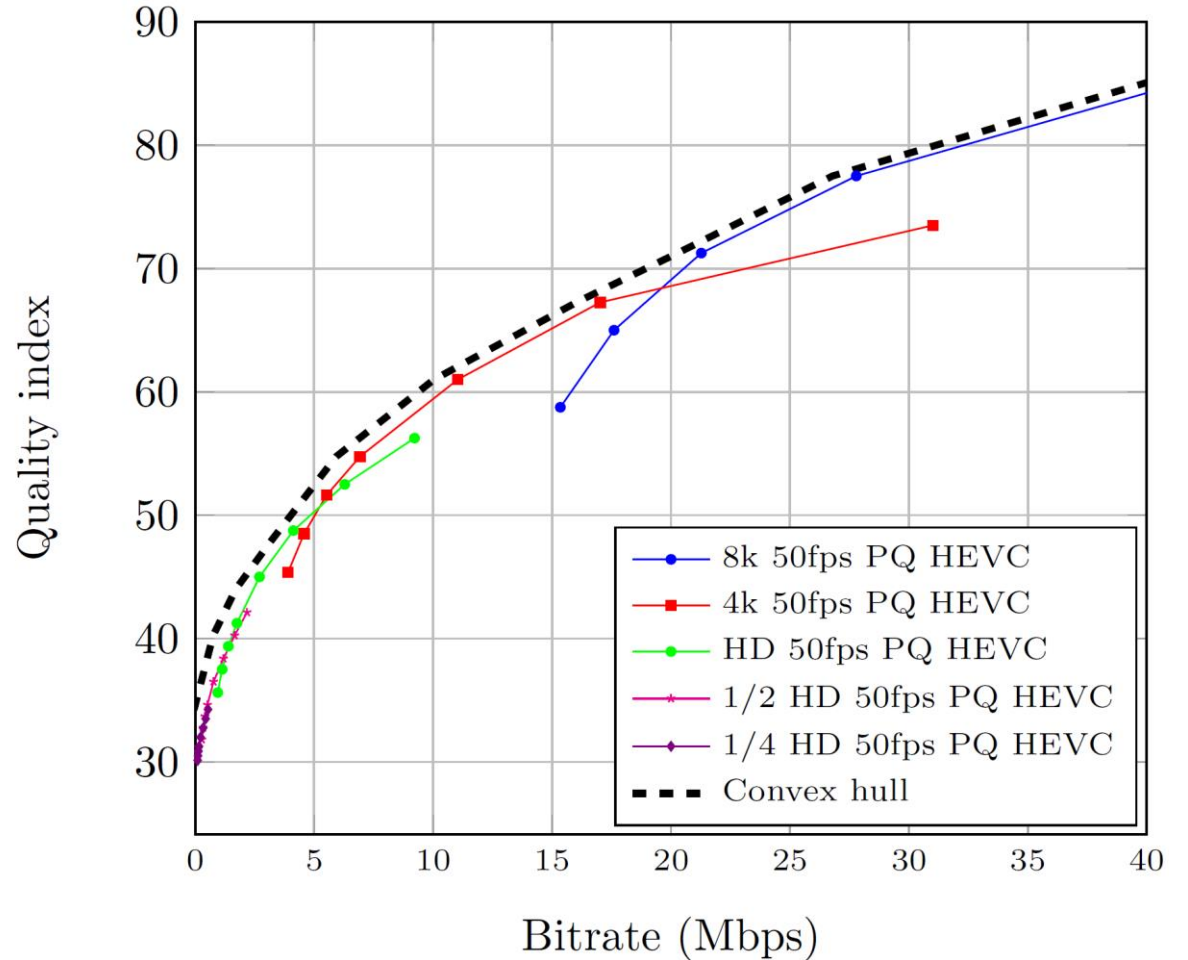
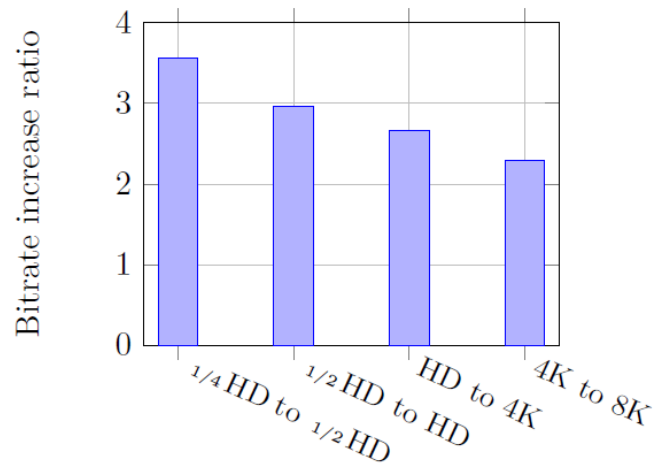
# Future contents

- Polynésie, **8K 50 fps HDR PQ**
  - The Explorers
  
- Tour de France, **4K 100 fps HDR HLG**
  - A.S.O.



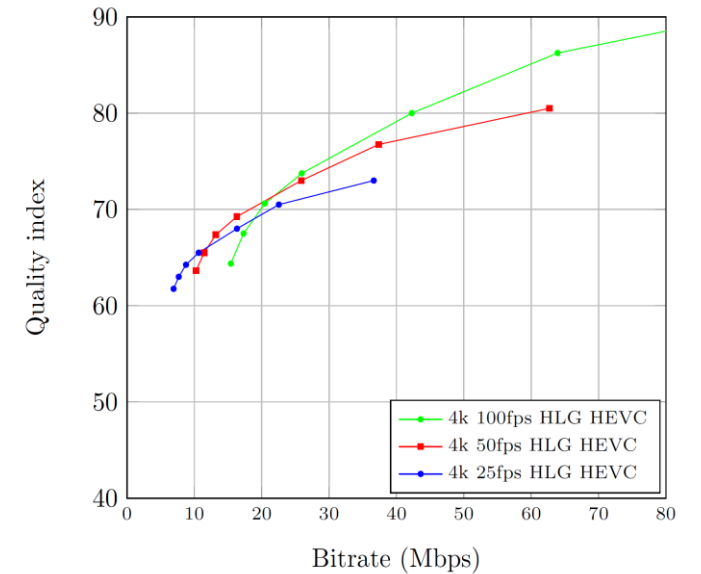
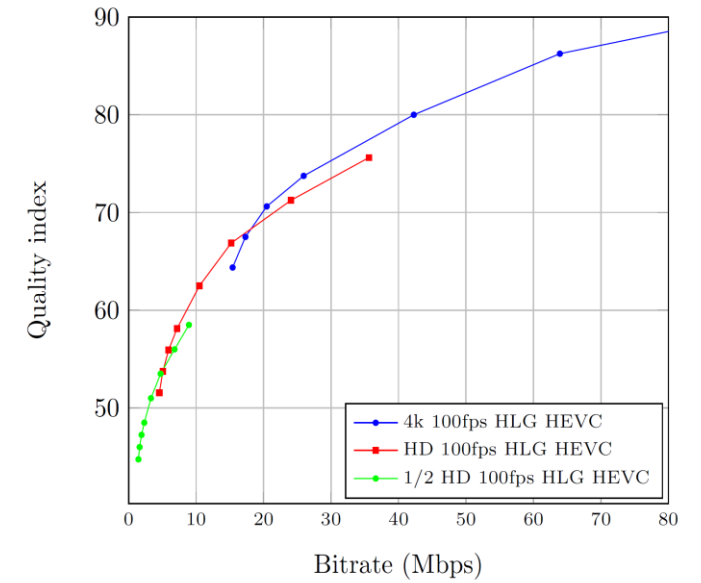
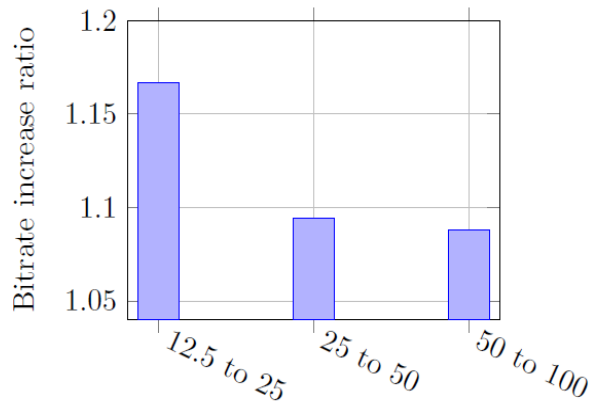
# Resolution variation

- Classical convex hull paradigm
  - Optimal R/D points
- Quality index valid across scales
  - Dependent on viewing conditions
- Most prominent feature to control bitrate



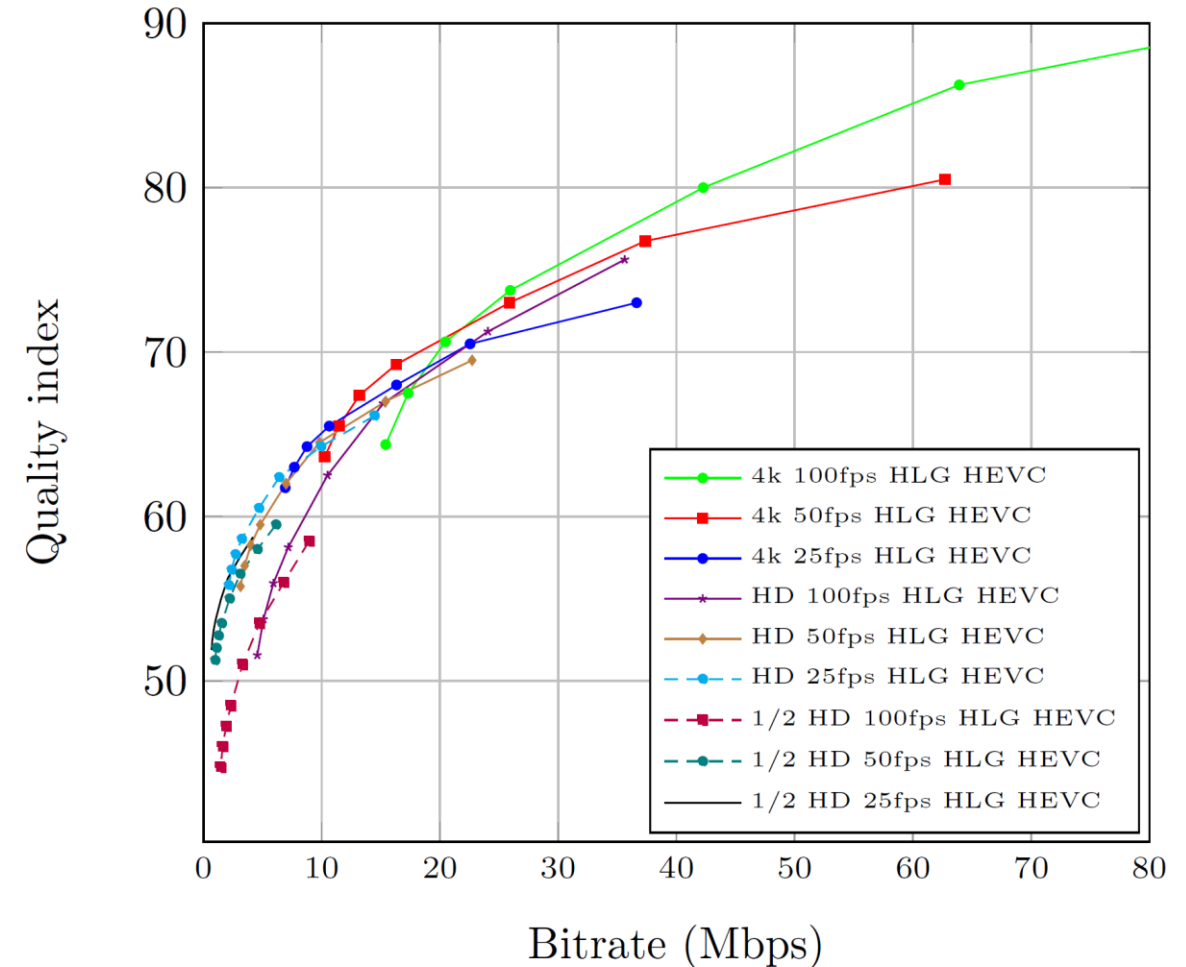
# Framerate variation

- Same reasoning applies
- However, less studied, more difficult to model
- Less relevant for bitrate control, but still significant



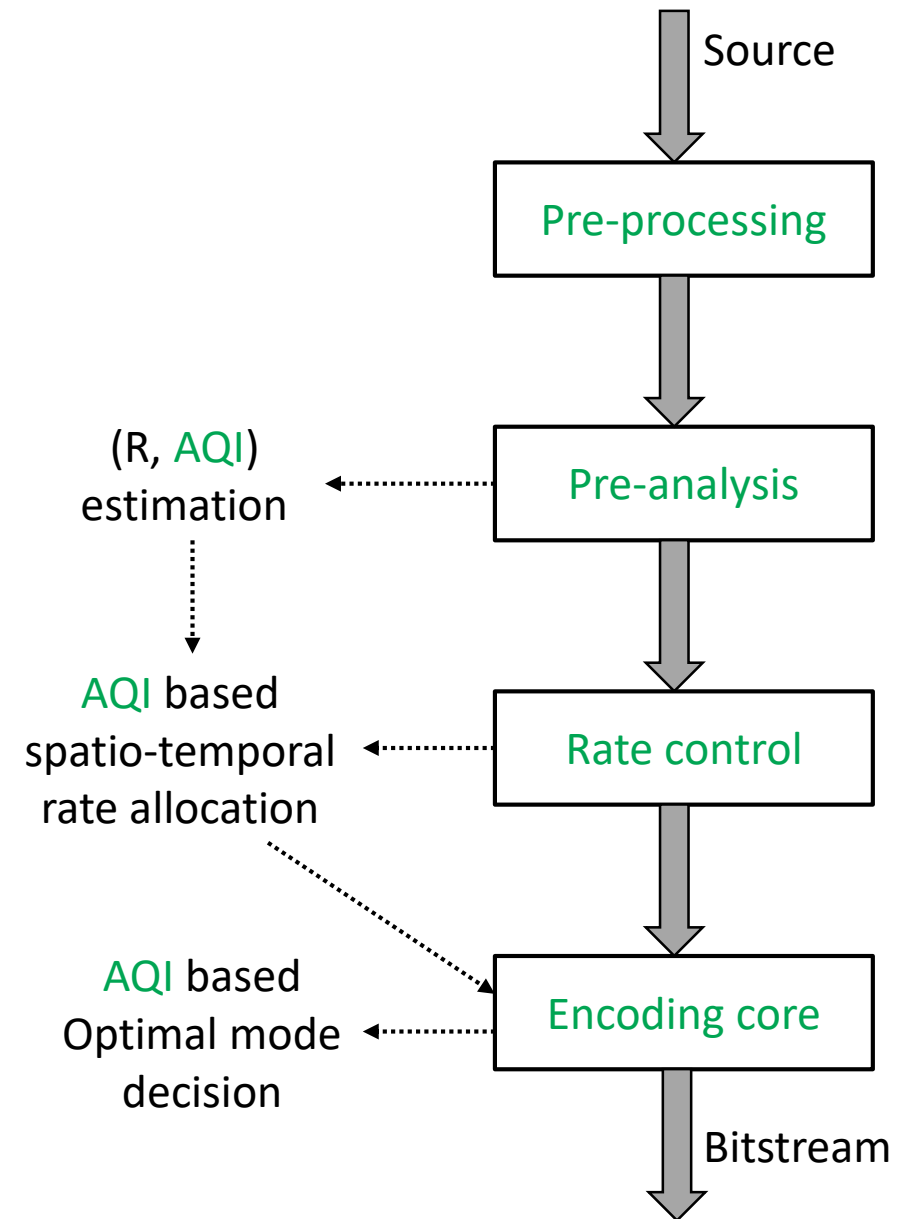
# Resolution AND framerate variation

- Quality index must remain valid across resolutions and framerates
- Possible but challenging
- Additionally
  - HDR/SDR
    - Around 20% more bitrate for HDR
  - Codec variation?
    - HEVC/AV1/VVC...



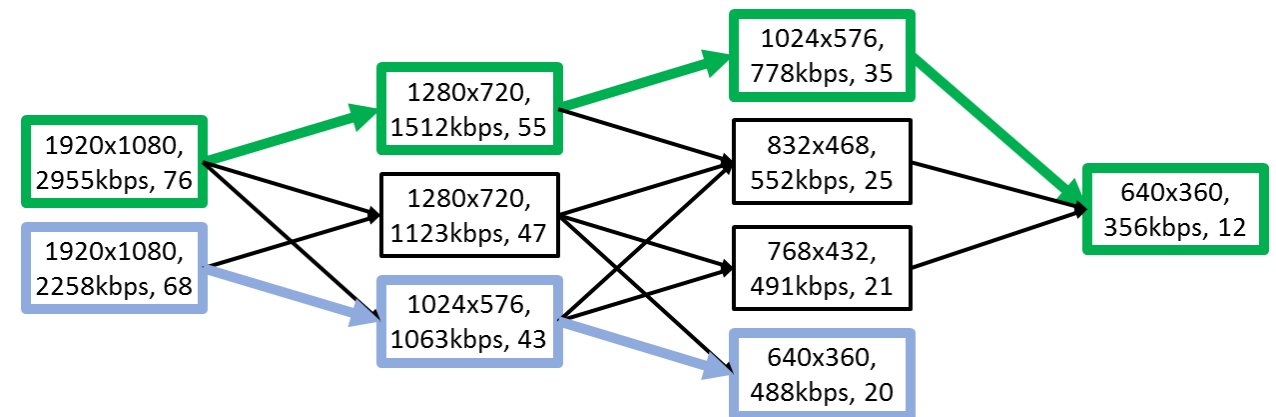
# Quality index at the heart

- Even with AI, deriving a universal quality index remains a challenge
- ATEME approach: break down the task
- Quality vector containing indexes related to each dimension
  - Encoding quality, Spatial index, Temporal index, Dynamic range index, Color gamut index
  - $QV = \langle EQ, SI, TI, DRI, CGI \rangle$
- Universal index: ATEME Quality index
  - $AQI = f(QV, \text{visual angle coverage})$
- **Two machine learning based estimation algorithms:**
  - A posteriori VQ estimation
    - VQ metric with reference
  - A priori VQ estimation
    - Predicting the result of any encoding with any parameters, without actually encoding



# Deriving a set of profiles

- Not machine learning based this time
- Computing a set of rate distortion points by varying relevant parameters
- Building a trellis respecting
  - Monotonicity in all dimensions (rate, resolutions, framerate, dynamic range, AQL, QV)
  - Significant enough rate step
  - Seamless quality transition
  - Sufficient encoding quality
- Integrate any arbitrary constraint
- Optimize for any criterion



→ Extreme Flexibility



# Recommendations for Polynésie

Codec	Resolution	Fps	Dynamic range	Bitrate (kbps)
HEVC	7680x4320	50	HDR	17606
HEVC	3840x2160	50	HDR	6924
HEVC	2560x1440	50	HDR	3095
HEVC	1920x1080	50	HDR	1755
HEVC	1280x720	50	HDR	1054
HEVC	960x540	50	HDR	642
HEVC	640x360	25	HDR	383
HEVC	480x270	25	HDR	224

# Comparison with Apple HLS recommendation for HEVC

HLS		ATEME content adaptive	
Resolution	Bitrate HDR (kbps)	Resolution	Bitrate (kbps)
<b>3840 x 2160</b>	<b>20000</b>	<b>7680x4320</b>	<b>17606</b>
3840 x 2160	13900		
2560 x 1440	9700		
1920 x 1080	7000	3840x2160	6924
1920 x 1080	5400		
1280 x 720	3850		
1280 x 720	2900	2560x1440	3095
960 x 540	1930	1920x1080	1755
960 x 540	1090	1280x720	1054
960 x 540	730	960x540	642
768 x 432	360	640x360	383
640 x 360	160	480x270	224

**Sum = 67020**

**Sum = 14077  
(31683 with 8K)**

# Recommendations for Tour de France

Codec	Resolution	Fps	Dynamic range	Bitrate (kbps)
HEVC	3840 x 2160	<b>100 fps</b>	<b>HDR</b>	20477
HEVC	2560 x 1440	<b>100 fps</b>	<b>HDR</b>	9697
HEVC	1920 x 1080	<b>100 fps</b>	SDR	5859
HEVC	1280 x 720	<b>100 fps</b>	SDR	3649
HEVC	1280 x 720	50 fps	SDR	2381
HEVC	960 x 540	50 fps	SDR	1564
HEVC	960 x 540	50 fps	SDR	1042

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Resolution	Bitrate HDR (kbps)	Resolution	Bitrate (kbps)
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1920 x 1080	5400		
1280 x 720	3850	1280 x 720	3649
1280 x 720	2900	1280 x 720	2381
960 x 540	1930	960 x 540	1564
960 x 540	1090	960 x 540	1042

**Sum = 65770**

**Sum = 44669**

