Reference Picture Management in Video Coding

TECHNICAL FIELD

[0001]

[0002] The present disclosure is generally related to techniques for reference picture management in video coding. More specifically, this disclosure describes techniques for construction of reference picture lists and reference picture marking.

BACKGROUND

[0003] The amount of video data needed to depict even a relatively short video can be substantial, which may result in difficulties when the data is to be streamed or otherwise communicated across a communications network with limited bandwidth capacity. Thus, video data is generally compressed before being communicated across modern day telecommunications networks. The size of a video could also be an issue when the video is stored on a storage device because memory resources may be limited. Video compression devices often use software and/or hardware at the source to code the video data prior to transmission or storage, thereby decreasing the quantity of data needed to represent digital video images. The compressed data is then received at the destination by a video decompression device that decodes the video data. With limited network resources and ever increasing demands of higher video quality, improved compression and decompression techniques that improve compression ratio with little to no sacrifice in image quality are desirable.

SUMMARY

[0004] A first aspect relates to a method of decoding a coded video bitstream. The method comprises parsing a slice header of a current slice represented in the coded video bitstream, wherein the slice header comprises a reference picture list structure; deriving, based on the reference picture list structure, a reference picture list of the current slice; and obtaining, based on the

CLAIMS

What is claimed is:

1. A method of decoding a coded video bitstream implemented by a video decoder, wherein the coded video bitstream comprises a slice header of a current slice, the method comprising:

parsing the slice header from the coded video bitstream, wherein the slice header comprises a reference picture list syntax structure;

deriving, based on the reference picture list syntax structure, a reference picture list of the current slice; and

obtaining, based on the reference picture list, at least one reconstructed block of the current slice;

wherein an order of entries in the reference picture list syntax structure is the same as an order of corresponding reference pictures in the reference picture list.

2. The method of claim 1, wherein the at least one reconstructed block is used to generate an image displayed on a display of an electronic device.

3. The method of claim 1 or 2, wherein the reference picture list comprises a list of reference pictures used for inter prediction of the at least one reconstructed block.

4. The method of any one of claims 1 to 3, wherein the current slice is a P slice or for a B slice.

5. A decoding device, comprising:

a receiver configured to receive a coded video bitstream, wherein the coded video bitstream comprises a slice header of a current slice;

a memory coupled to the receiver, the memory storing instructions; and

a processor coupled to the memory, the processor configured to execute the instructions stored in the memory to cause the processor to:

parse the slice header from the coded video bitstream, wherein the slice header comprises a reference picture list syntax structure;

derive, based on the reference picture list syntax structure, a reference picture list of the current slice; and

obtain, based on the reference picture list, at least one reconstructed block of the current slice;

wherein an order of entries in the reference picture list syntax structure is the same as an order of corresponding reference pictures in the reference picture list.

6. The decoding device of claim 5, further comprising a display configured to display an image based on the at least one reconstructed block.

7. A method of encoding a coded video bitstream implemented by a video encoder, the method comprising:

constructing a reference picture list for a current slice;

obtaining, based on the reference picture list, at least one reconstructed block of the current slice;

enconding a reference picture list syntax structure for the current slice into a slice header, of the current slice, in the coded video bitstream, wherein the reference picture list syntax structure contains a number of entries used to derive the entries in the reference picture list , wherein an order of the entries in the reference picture list syntax structure is the same as an order of corresponding reference pictures in the reference picture list.

8. An encoding device, comprising:

a memory coupled to the receiver, the memory storing instructions; and

a processor coupled to the memory, the processor configured to execute the instructions stored in the memory to cause the processor to:

construct a reference picture list for a current slice;

obtain, based on the reference picture list, at least one reconstructed block of the current slice;

encode a reference picture list syntax structure for the current slice into a slice header, of the current slice, in the coded video bitstream, wherein the reference picture list syntax structure contains a number of entries used to derive the entries in the reference picture list, wherein an order of the entries in the reference picture list syntax structure is the same as an order of corresponding reference pictures in the reference picture list.

9. A computer program product comprising program code for performing the method of any one of claims 1 to 4 when executed on a computer or a processor.

10. A computer program product comprising program code for performing the method of claim 7 when executed on a computer or a processor.

11. A non-transitory computer-readable medium carrying a program code which, when executed by a computer device, causes the computer device to perform the method of any one of claims 1 to 4 or the method of claim 7.

12. A coding apparatus, comprising:

a receiver configured to receive a bitstream to decode;

a transmitter coupled to the receiver, the transmitter configured to transmit a decoded image to a display;

a memory coupled to at least one of the receiver or the transmitter, the memory configured to store instructions; and

a processor coupled to the memory, the processor configured to execute the instructions stored in the memory to perform the method of any one of claims 1 to 4 or the method of claim 7.

13. A system, comprising:

an encoder, wherein the encoder includes the decoding device or the encoding device of claim 8; and

a decoder in communication with the encoder, wherein the decoder includes the decoding device of claim 5 or 6 or the encoding device.