

#### NIRVANA: Neural Implicit Representations of Videos with Adaptive Networks and Autoregressive Patch-wise Modeling

Shishira R Maiya\* , Sharath Girish\*, Max Ehrlich , Hanyu Wang , Kwot Sin Lee , Patrick Poirson , Pengxiang Wu , Chen Wang , Abhinav Shrivastava

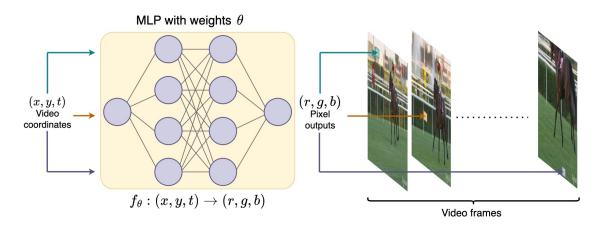
University of Maryland, College Park



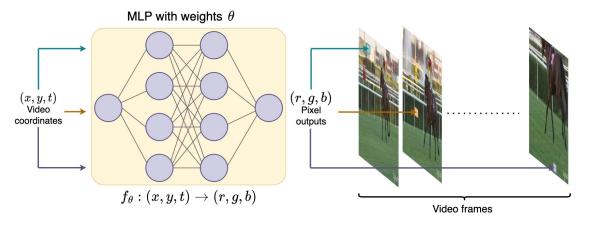
Snap Inc



Poster: WED-PM-194

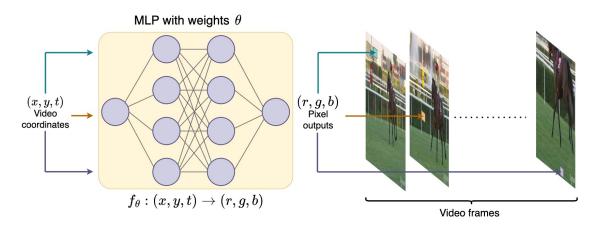


#### SIRENs: MLP networks with sinusoidal activations

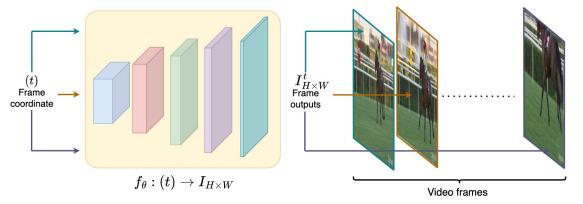


Pixelwise coordinate input

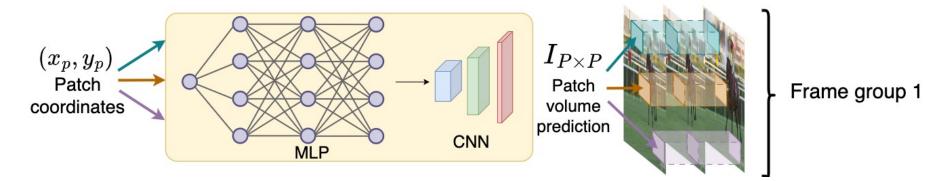
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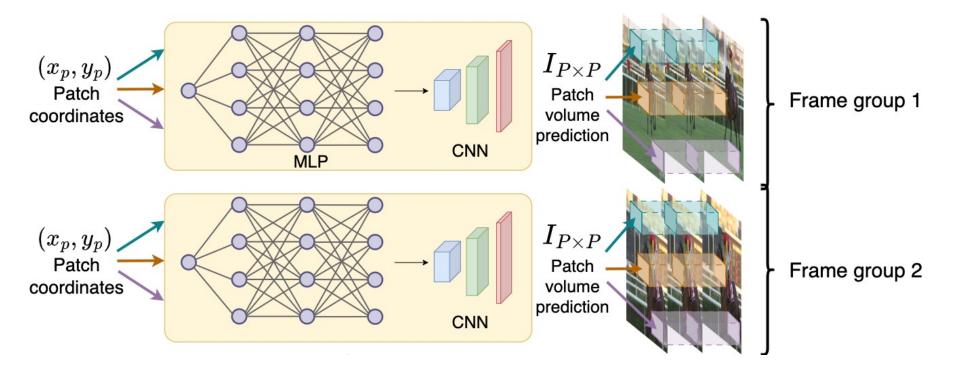


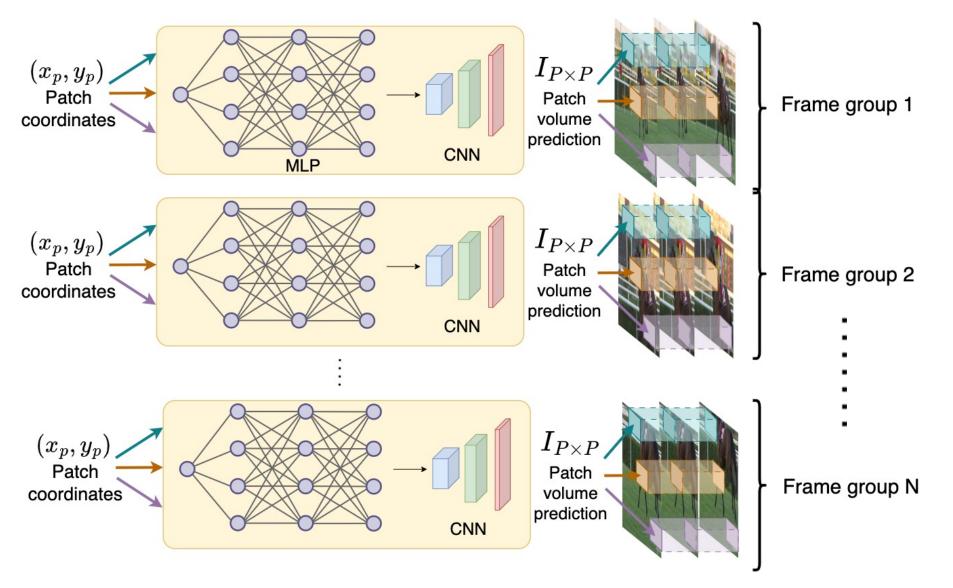
#### NeRV: Convolutional upsampling networks NERV

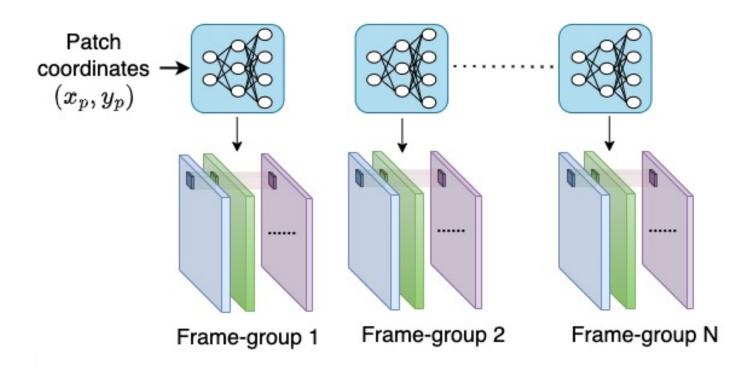


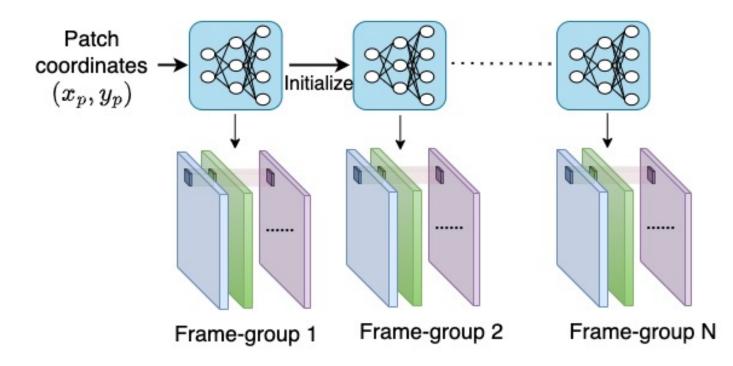
Framewise coordinate input



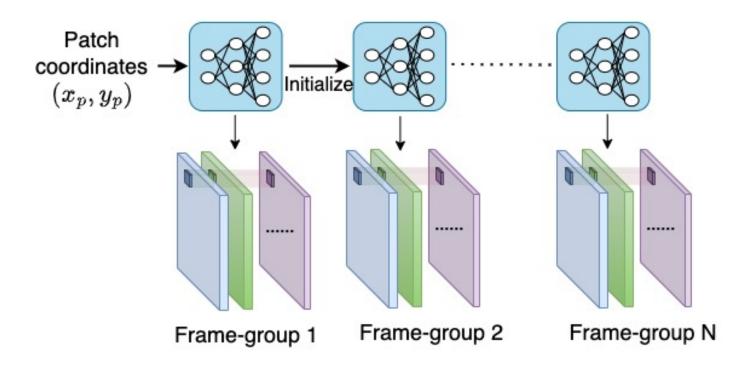


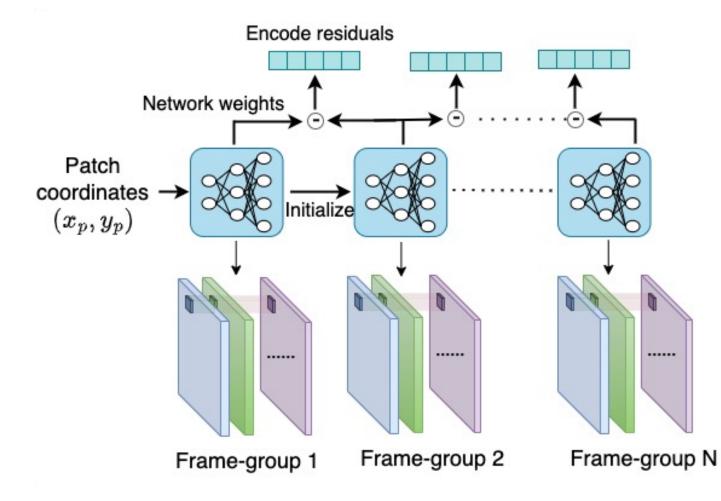




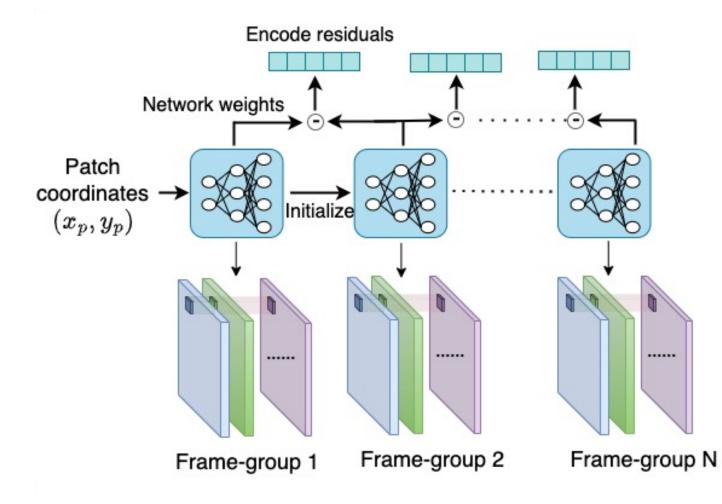


Faster training/convergence using previous weight initialization.





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Lower network size by storing only sparse weight residuals.

# Faster encoding/decoding speed

Dataset	Method	Encoding Time (Hours)↓	Decoding Speed (FPS) ↑	PSNR ↑	BPP ↓
UVG-HD	SIREN NIRVANA (Ours)	~30 <b>5.44</b>	15.62 <b>87.91</b>	27.20 <b>34.71</b>	<b>0.28</b> 0.32
	NeRV NIRVANA (Ours)	~80 <b>6.71</b>	11.01 <b>65.42</b>	37.36 <b>37.70</b>	0.92 <b>0.86</b>
UVG-4K	NeRV NIRVANA (Ours)	~134 <b>20.89</b>	8.27 <b>50.83</b>	<b>35.24</b> 35.18	0.28 <b>0.27</b>

12x lower encoding time and 6x faster decoding than NeRV at similar PSNR and BPP

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Real time decoding of videos!

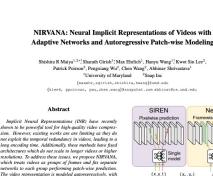
### Additional details

Paper and full presentation include:

- Scalability of our approach to longer and larger resolution videos.
- Additional qualitative and quantitative results.

Visit us at poster #194 on Wednesday evening session (4:30 PM – 6:30 PM) at CVPR 2023!

#### Project page:



Except for this watermark, it is identical to the accepted

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#### . Introduction

In the information age today, where petabytes of content is generated and consumed every hour, the ability to compress data fast and reliably is important. Not only does compression make data cheaper for server hosting, it "First me authors contributed comfix

tetworks fit on a current group initialized using weights from the previous group's model. To enhance efficiency, we uuantize the parameters during training, requiring no posttoc pruning or quantization. When compared with previ-

ous works on the benchmark UVG dataset, NIRVANA improves encoding quality from 37.36 to 37.70 (in terms of PSNR) and the encoding speed by 12×, while maintaining the same compression rate. In contrast to prior video INR works which struggle with larger resolution and longer videos. we show that our alcorithm scales naturally due to the same compression rate.

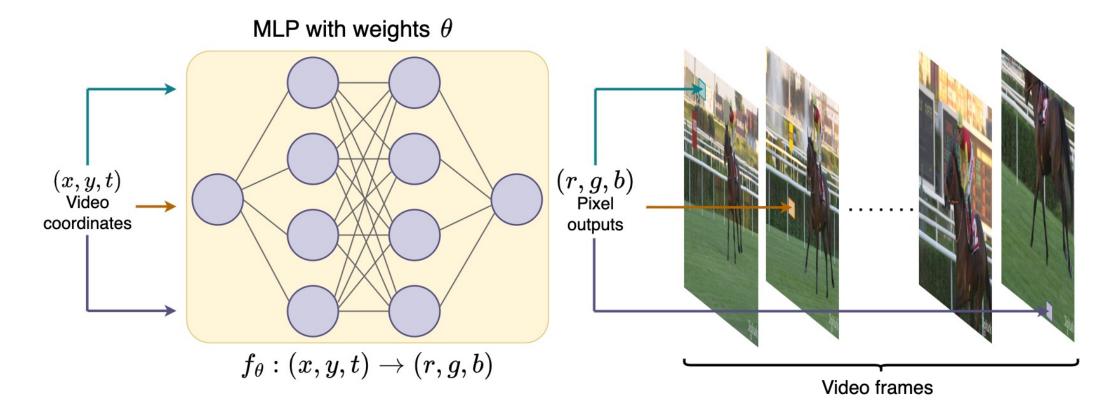
to its patch-wise and autoregressive design. Moreover, our method achieves variable bitrate compression by adapting to videos with varying inter-frame motion. NIRVANA adapting achieves 6× decoding speed scaling well with more GPUs,

> Figure 1. Overview of NIRVANA: Prior video INR works perform siber prior kisse or frame-wise prediction. We instead aperform spatio-temporal patch-wise prediction and fit individual neun networks to groups of frames (right) which are initialized using networks trained on the previous group. Such an autoregressive patch-wise approach exploits both spatial and temporal redundancies present in videos while promoting scalability and adaptability to variavi video content: resolutions or duration.

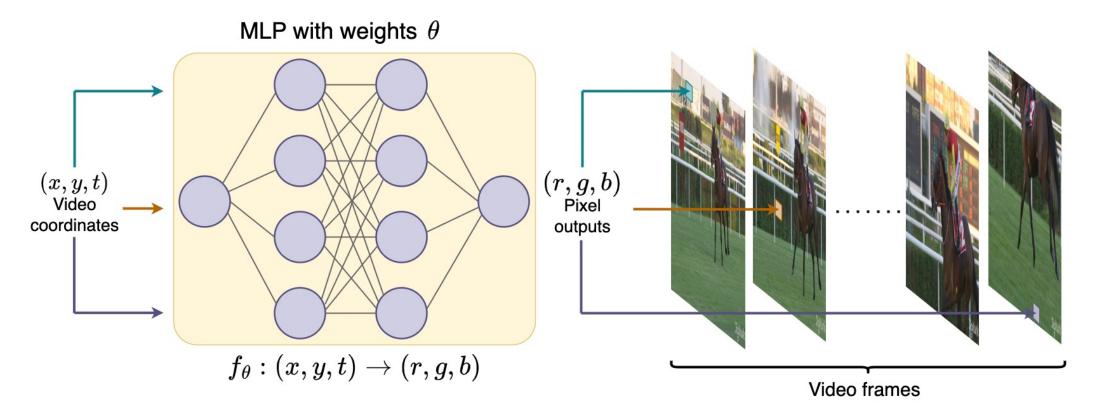
<sup>4</sup>First two authors contributed equally <sup>1</sup>Work done during internship at Snap Inc <sup>1</sup>The project site can be found here



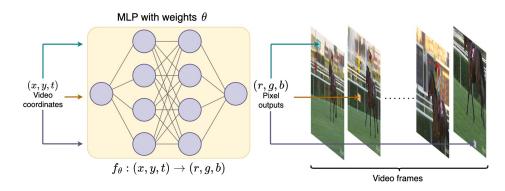
### Prior works for video INRs

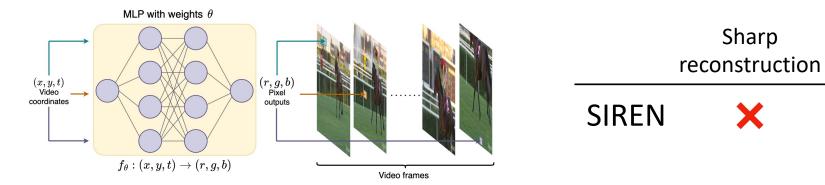


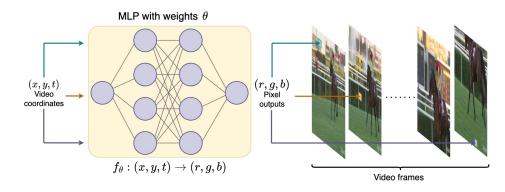
SIRENs: MLP networks with sinusoidal activations



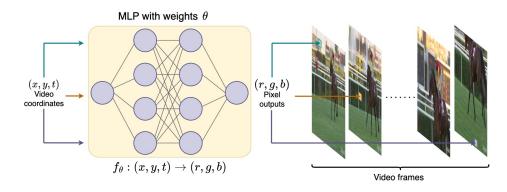
Optimize  $\theta$  with loss function:  $min_{\theta} \|f_{\theta}(x, y, t) - I(x, y, t)\|_2^2$ 



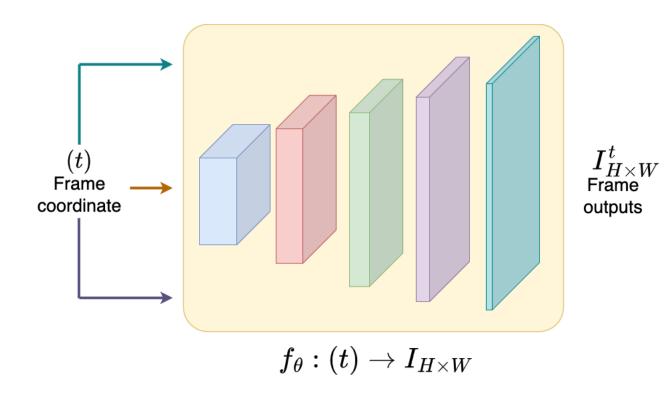


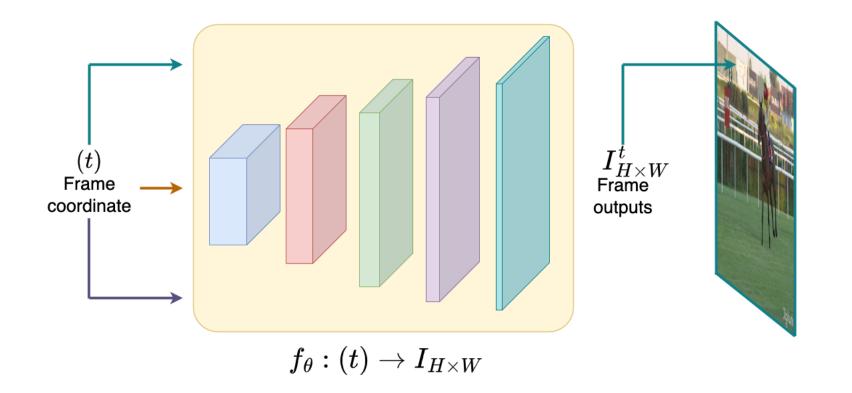


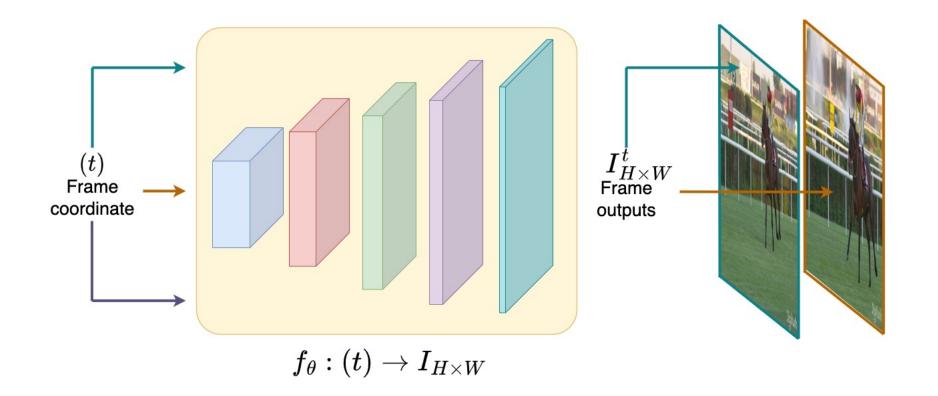
	Sharp	Spatial	Temporal
	reconstruction	redundancies	redundancies
SIREN	×	×	×

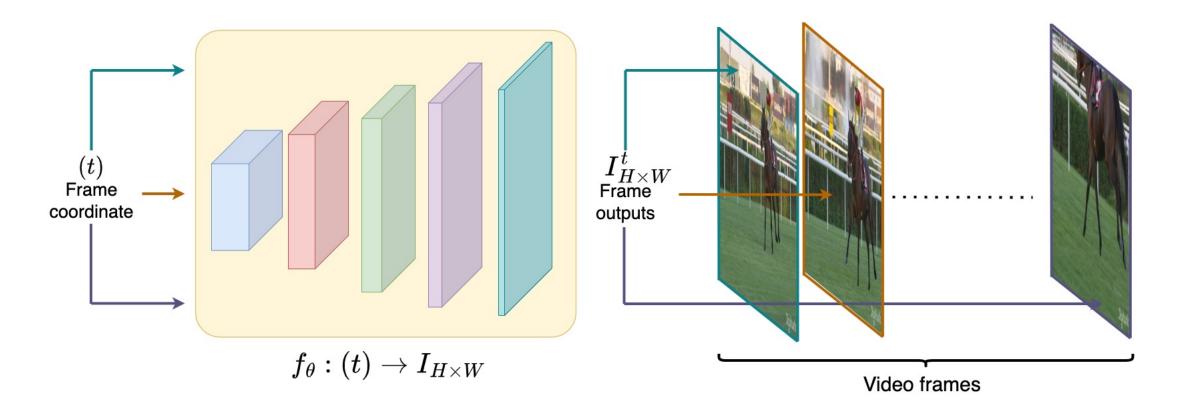


	Sharp reconstruction	Spatial redundancies	Temporal redundancies	Fast training
SIREN	×	×	×	×

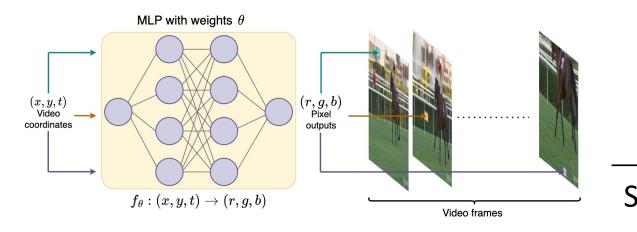




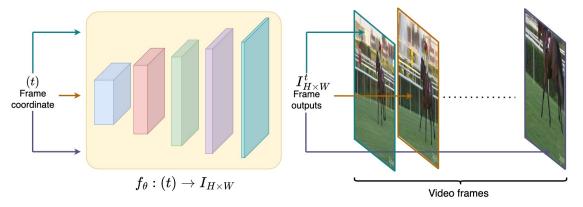


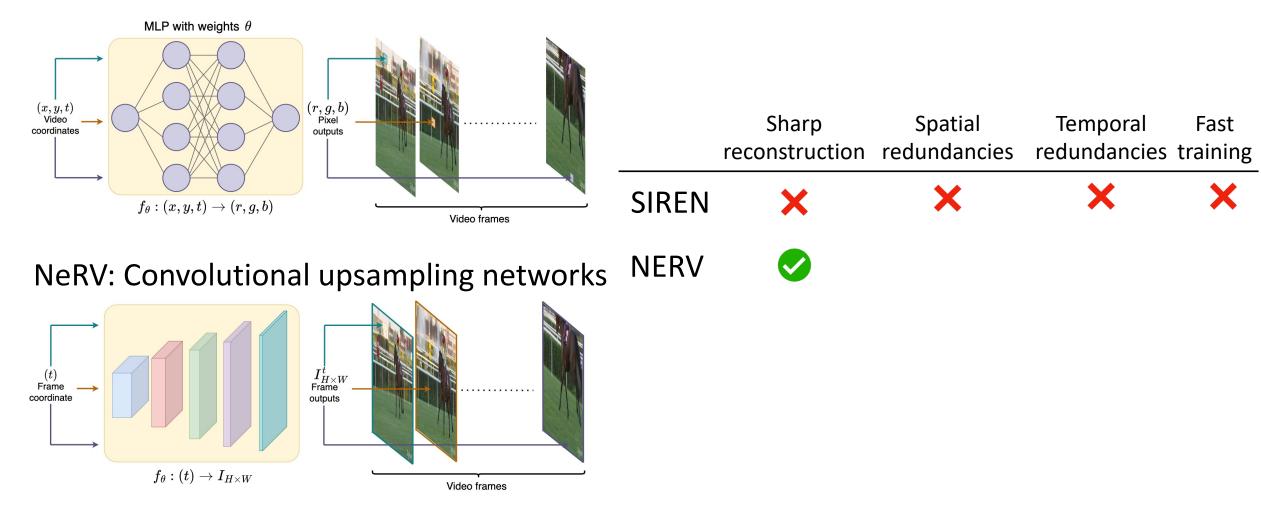


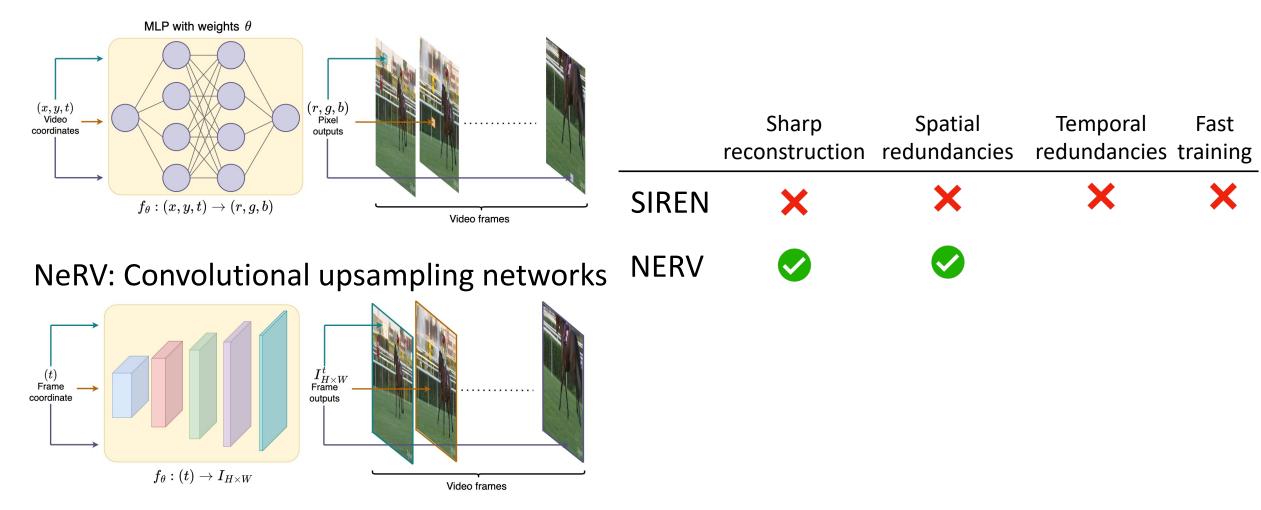
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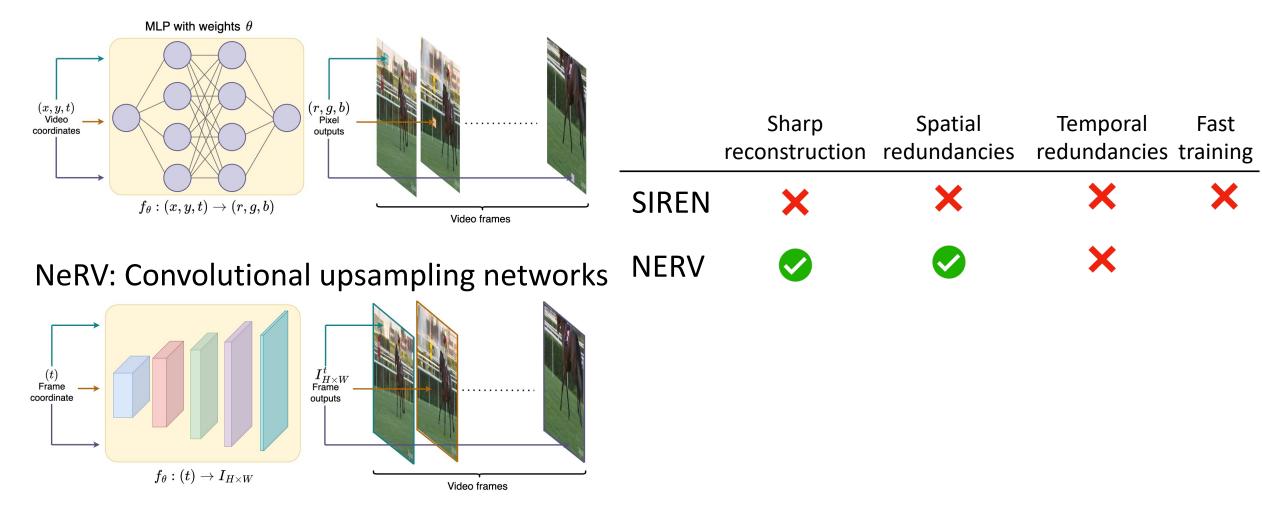


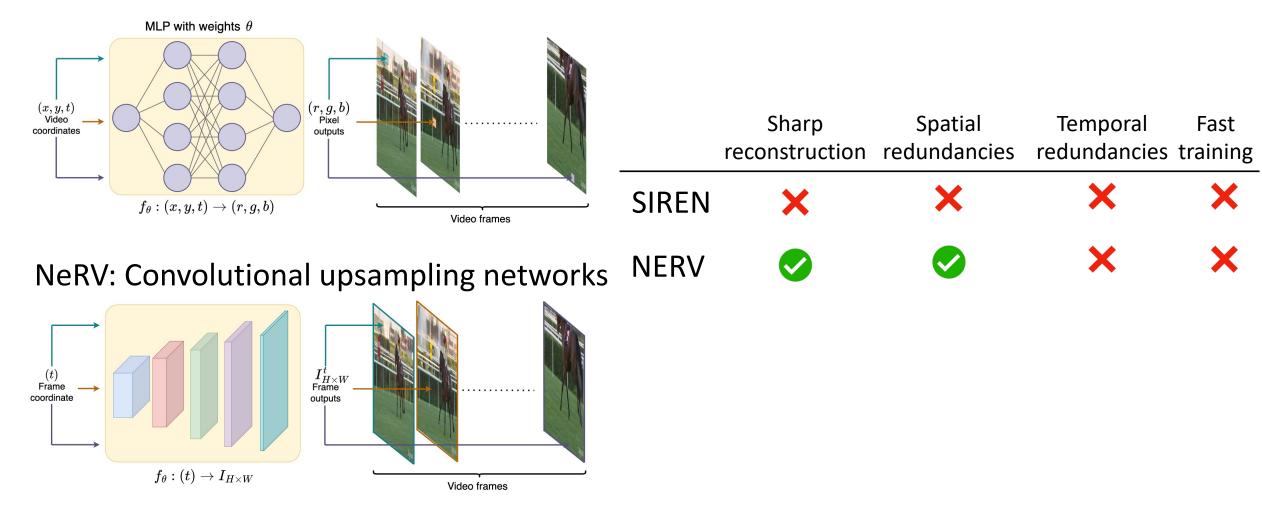
	Sharp	Spatial	Temporal	Fast
	reconstruction	redundancies	redundancies	training
SIREN	×	×	×	×
	••	• •		•••

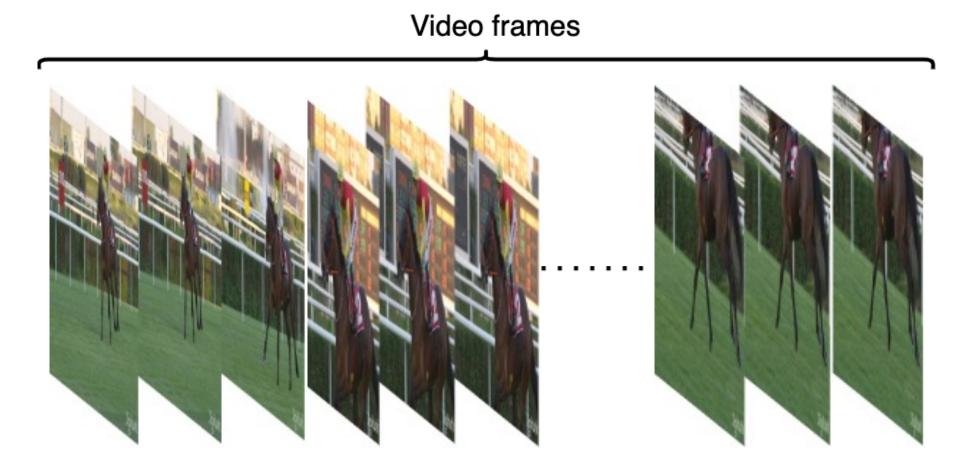


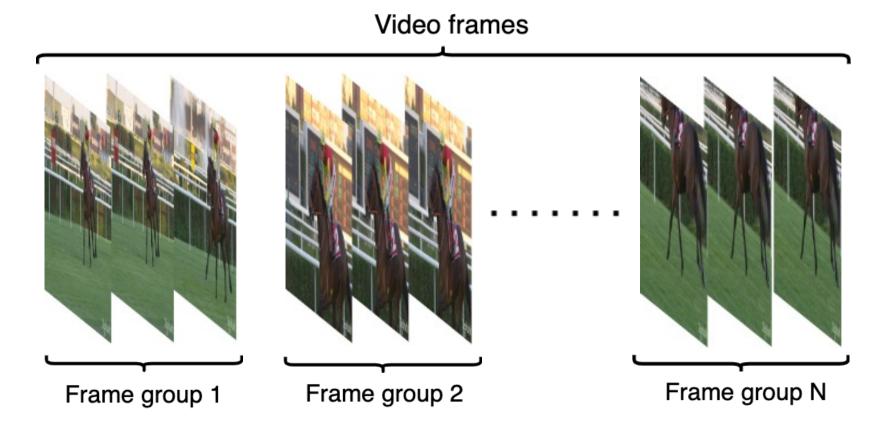


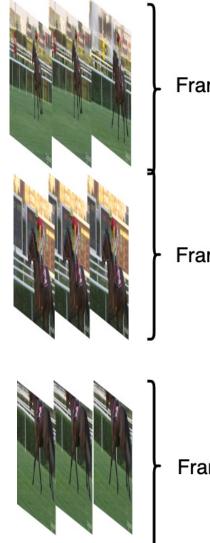






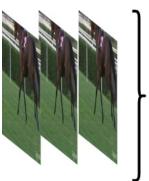




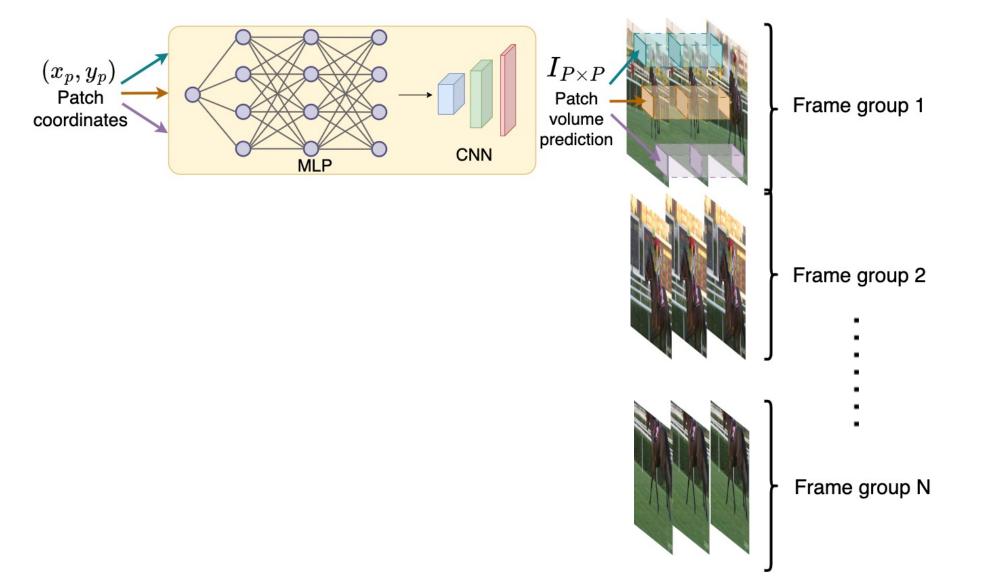


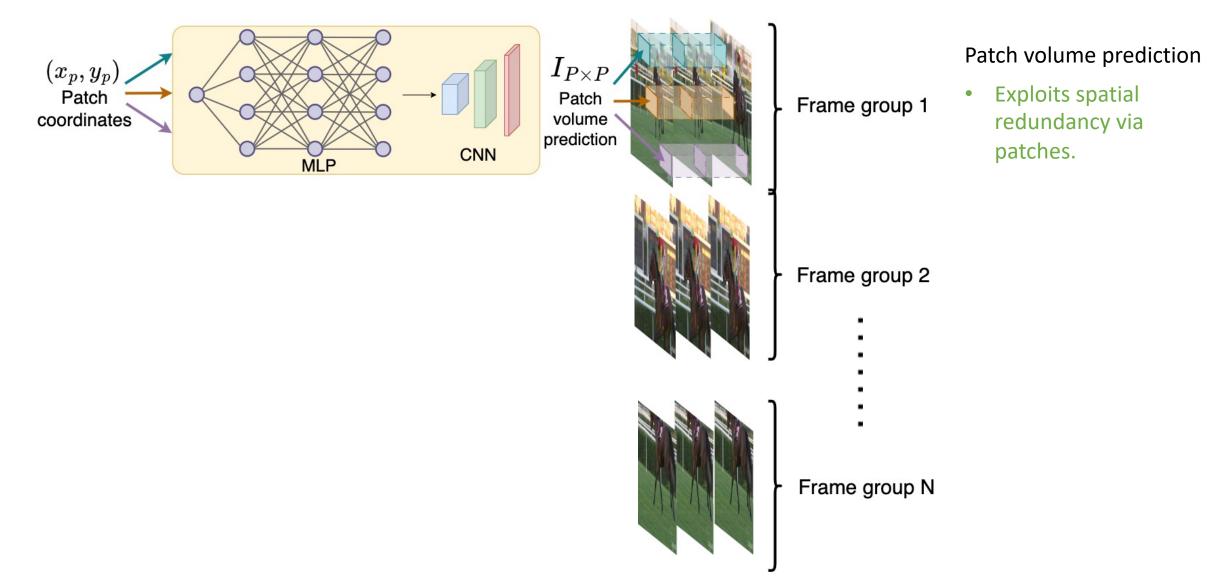
Frame group 1

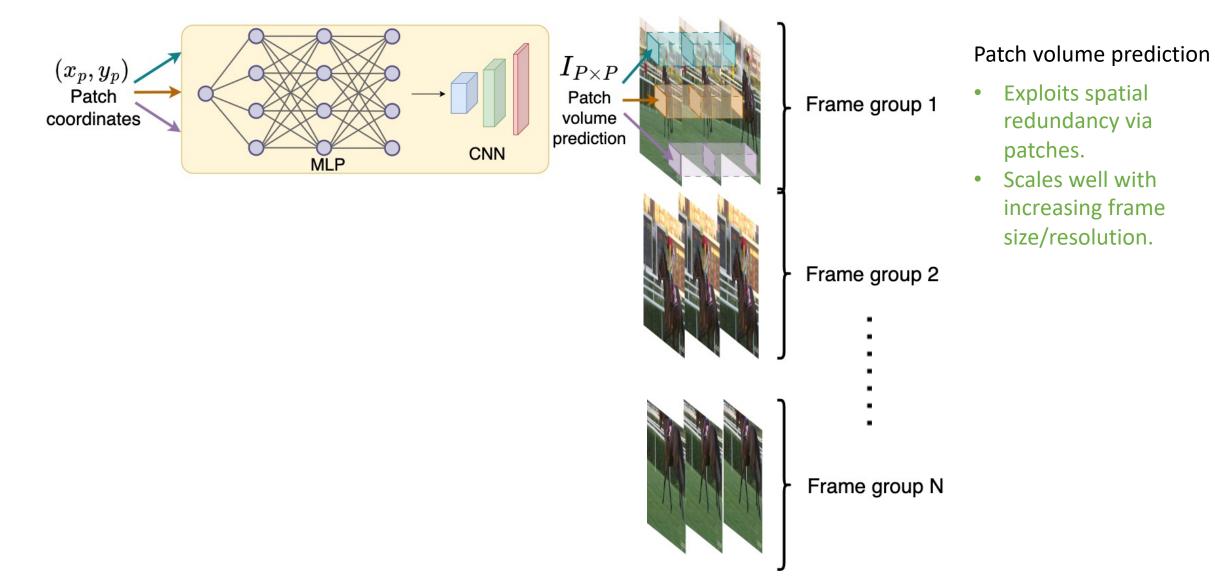
Frame group 2

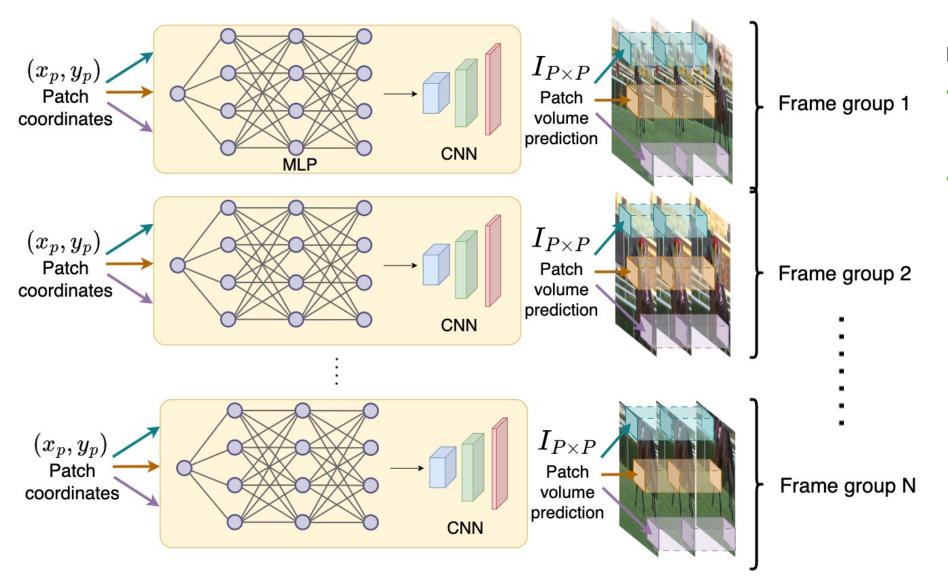


Frame group N



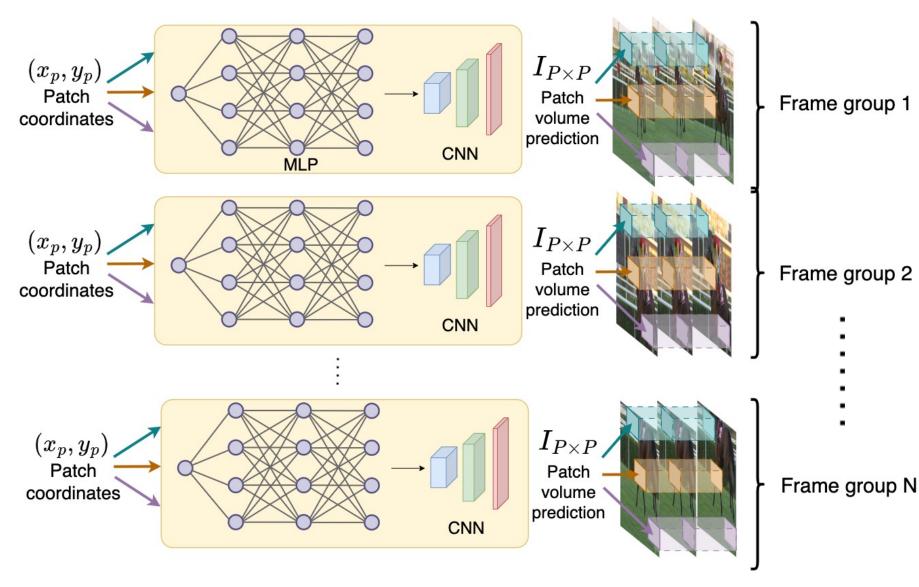






Patch volume prediction

- Exploits spatial redundancy via patches.
- Scales well with increasing frame size/resolution.

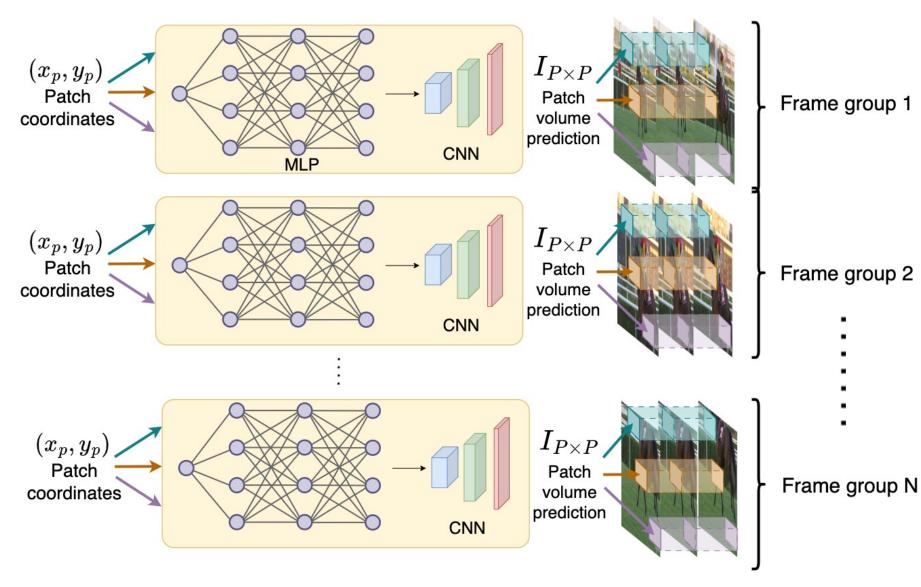


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#### Groupwise prediction

Exploits temporal redundancy via frame groups.

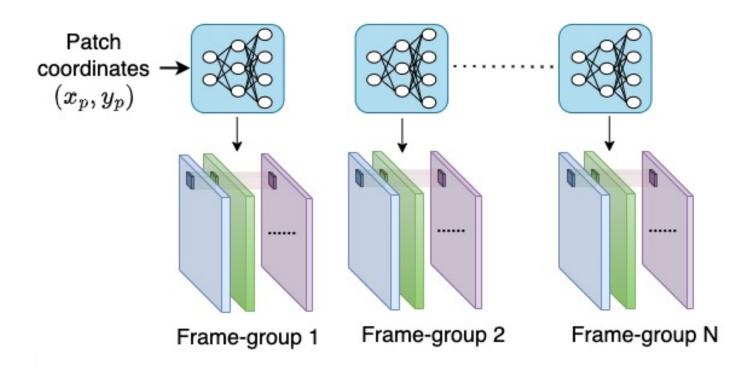


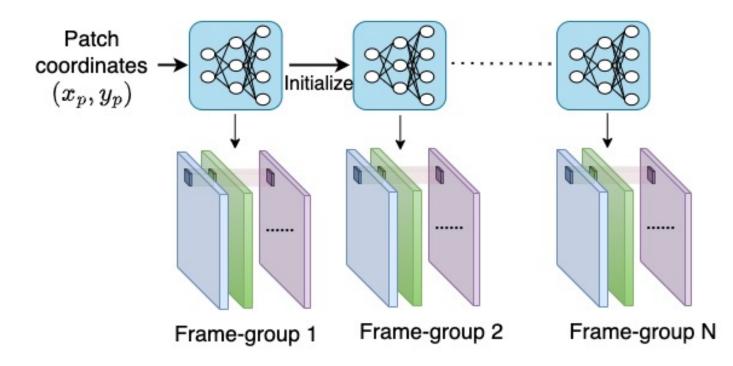
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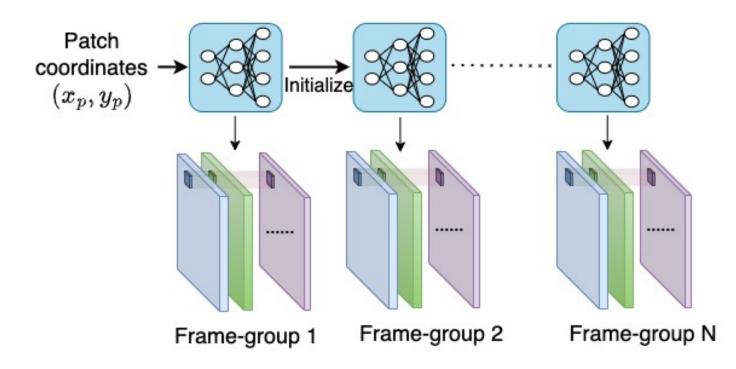
#### Groupwise prediction

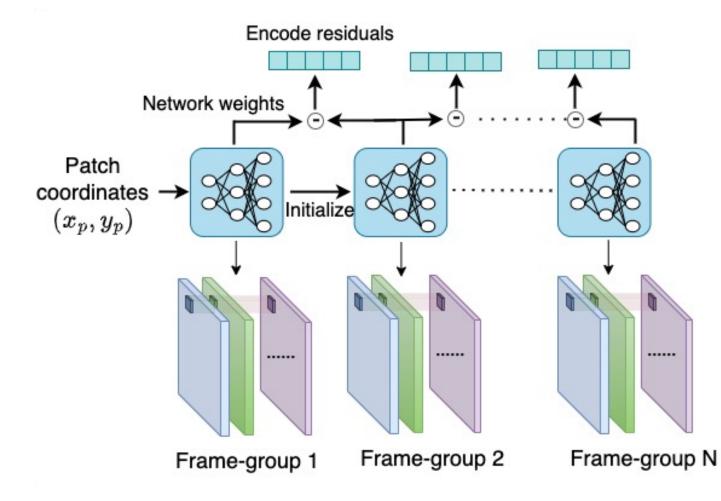
- Exploits temporal redundancy via frame groups.
- Directly extends to arbitrarily long videos.



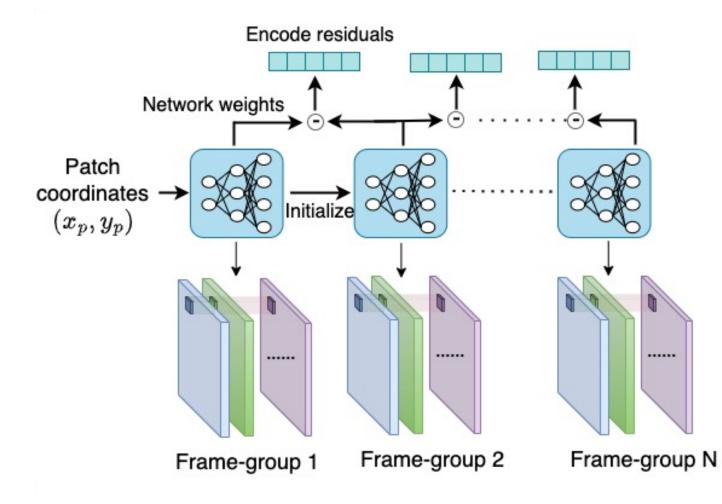


Faster training/convergence using previous weight initialization.



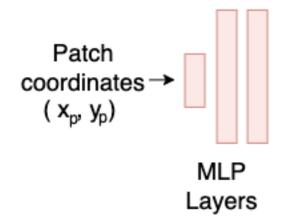


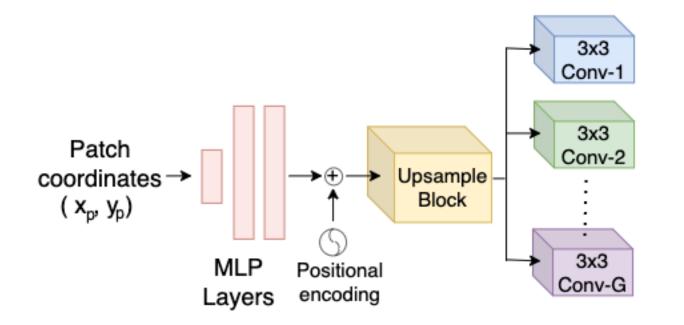
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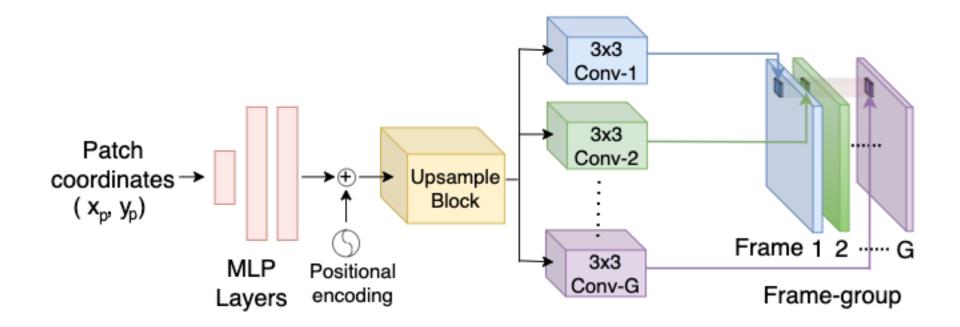


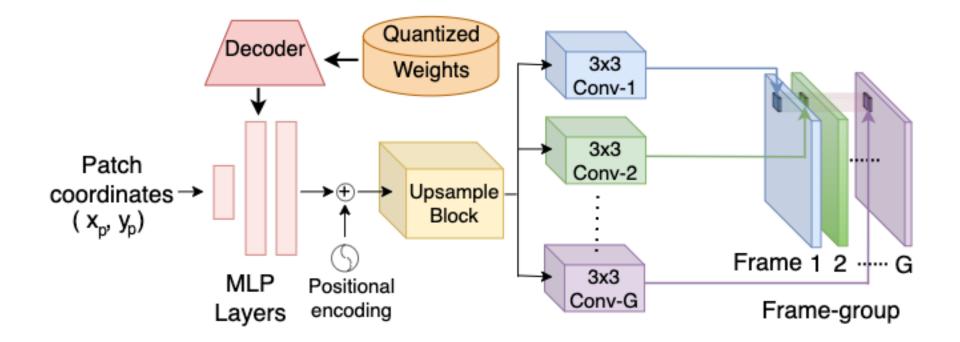
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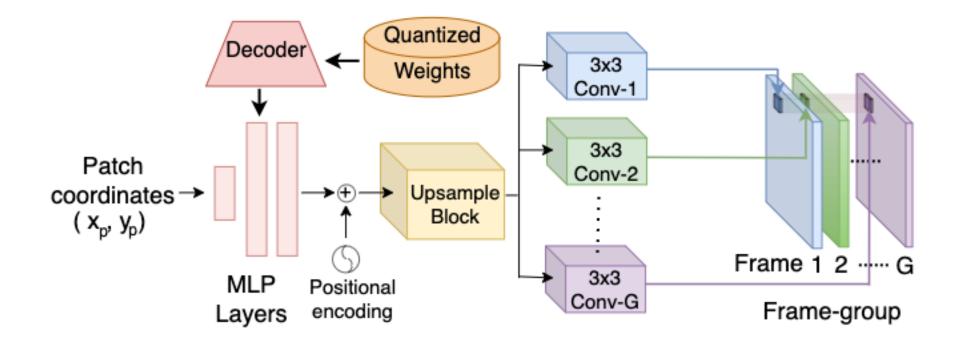
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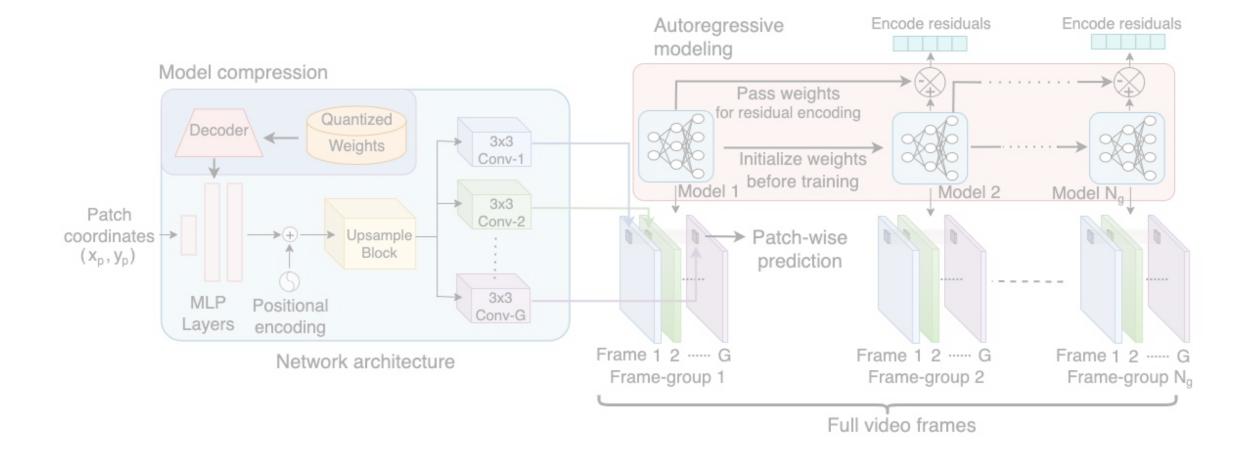


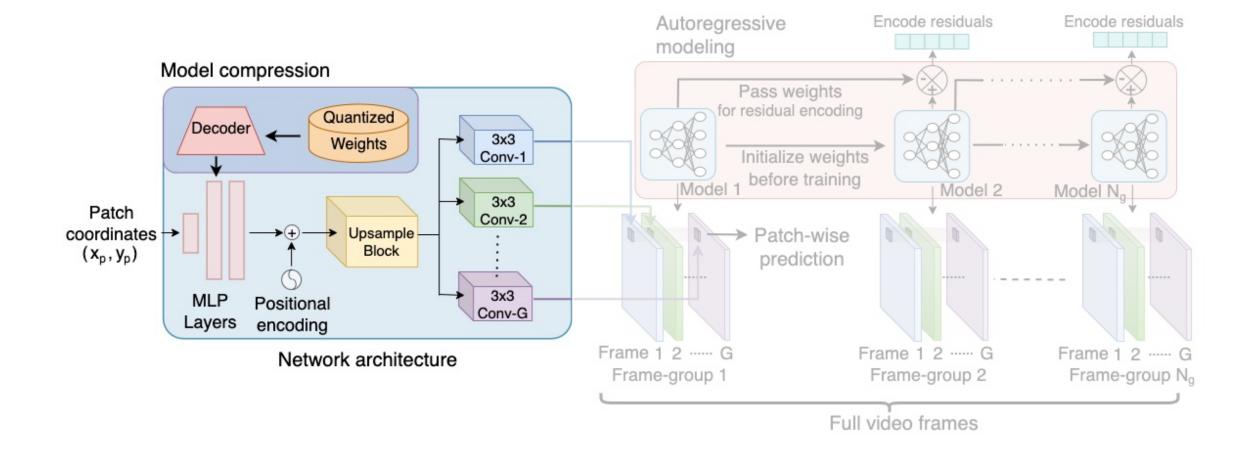


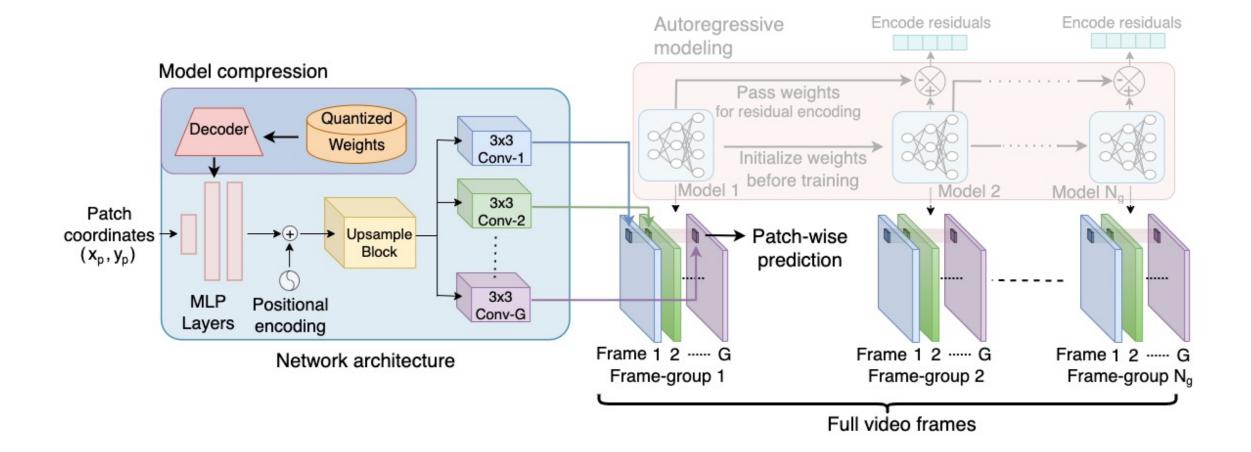


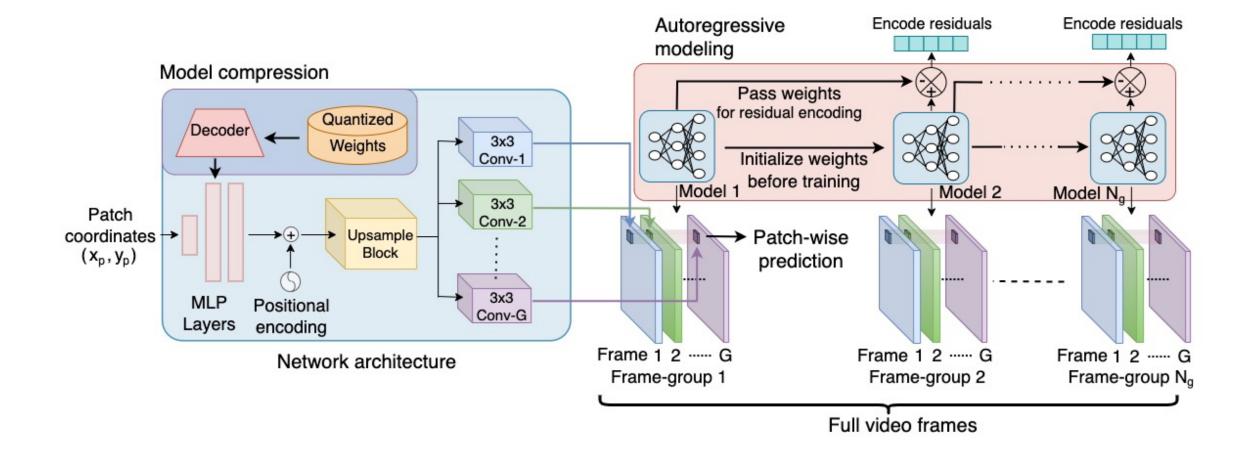


Optimize network weights  $\theta_g$  with loss function:  $min_{\theta_g} \|f_{\theta_g}(x_p, y_p) - I_g(x_p, y_p)\|_2^2$ 



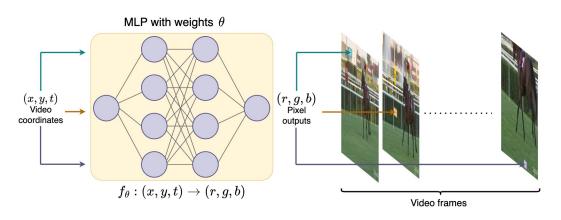




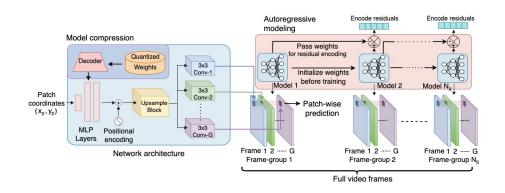


# INRs for videos

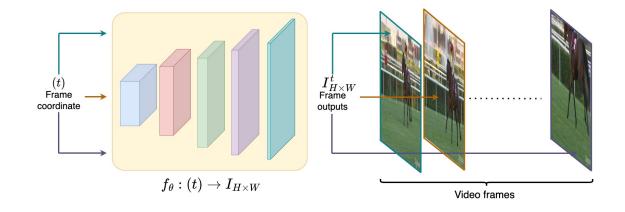
### SIREN (pixelwise)

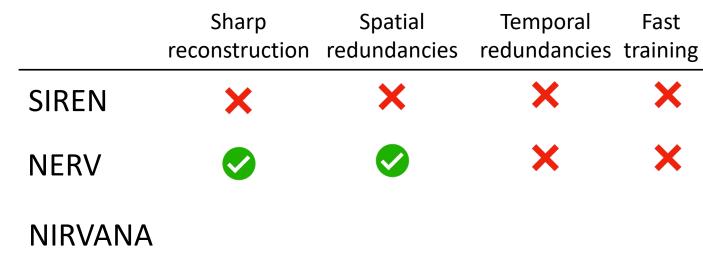


#### NIRVANA (patch groupwise)



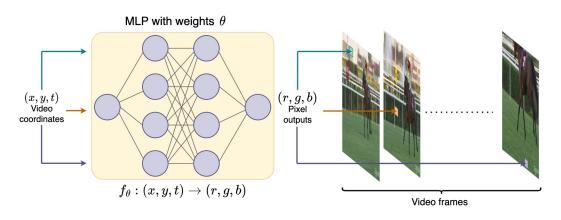
#### NeRV (Framewise)



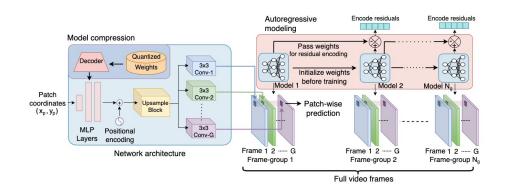


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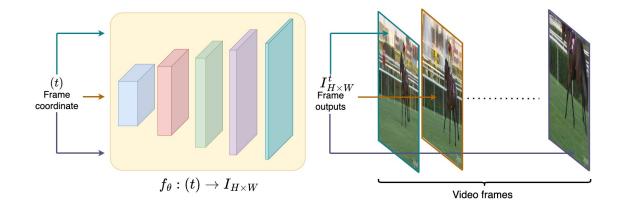
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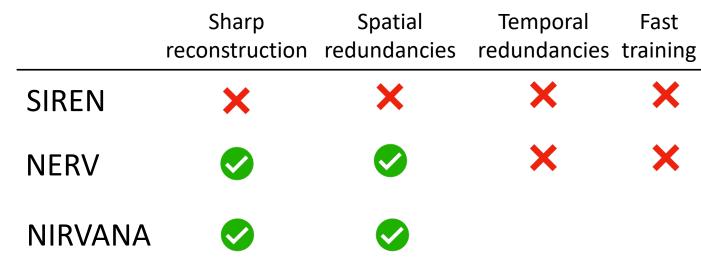


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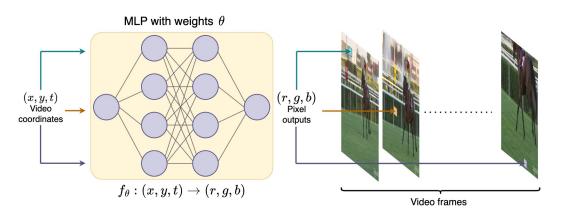
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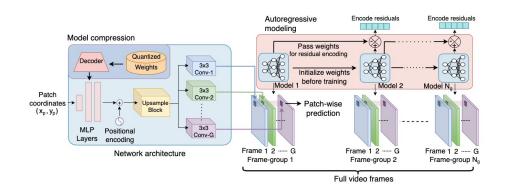


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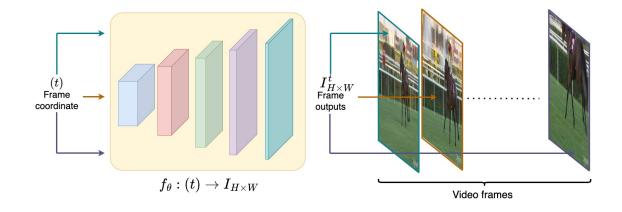
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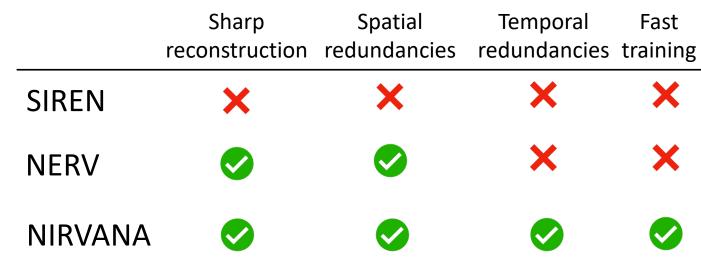


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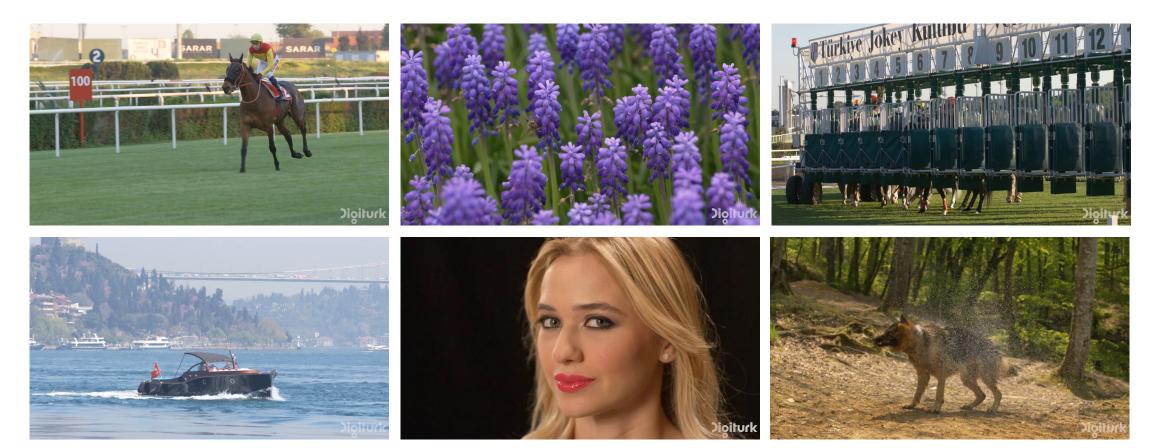
#### NeRV (Framewise)





### Datasets

UVG-HD: 7 HD videos (1920x1080) at 120 FPS and mostly 600 frames UVG-4K: 2x upsampling of UVG-HD at 4K resolution (3840x2160)



### Comparison with related work

Dataset	Method	Encoding Time (Hours)↓	Decoding Speed (FPS) ↑	PSNR ↑	BPP ↓
UVG-HD	SIREN NIRVANA (Ours)	~30 <b>5.44</b>	15.62 <b>87.91</b>	27.20 <b>34.71</b>	<b>0.28</b> 0.32
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+7dB improvement in PSNR over SIREN at similar bits per pixel (BPP)

# Faster encoding/decoding speed

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5x faster encoding and 6x faster decoding

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12x lower encoding time and 6x faster decoding than NeRV at similar PSNR and BPP

## Scalability to 4K videos

Dataset	Method	Encoding Time (Hours)↓	Decoding Speed (FPS) ↑	PSNR ↑	BPP ↓
UVG-HD	SIREN	$\sim 30$	15.62	27.20	0.28
	NIRVANA (Ours)	5.44	87.91	34.71	0.32
	NeRV	$\sim 80$	11.01	37.36	0.92
	NIRVANA (Ours)	6.71	65.42	37.70	0.86
UVG-4K	NeRV	~134	8.27	35.24	0.28
	NIRVANA (Ours)	20.89	50.83	35.18	0.27

Scales better to 4K videos (2160x3840) with 6x faster encoding and decoding at similar PSNR, BPP

## Scalability to longer videos

Num Frames	Method	Encoding Time (Hours)↓	PSNR ↑	BPP↓
2000	NeRV	84.44	33.38	0.22
	NIRVANA (Ours)	20.85	35.43	0.62
3000	NeRV	134.58	31.6	0.16
	NIRVANA (Ours)	31.37	35.21	0.64
4000	NeRV	190.30	30.53	0.12
	NIRVANA (Ours)	41.84	35.15	0.65

# Scalability to longer videos

Num Frames	Method	Encoding Time (Hours)↓	PSNR ↑	BPP↓
2000	NeRV	84.44	33.38	0.22
	NIRVANA (Ours)	20.85	35.43	0.62
3000	NeRV	134.58	31.6	0.16
	NIRVANA (Ours)	31.37	35.21	0.64
4000	NeRV	190.30	30.53	0.12
	NIRVANA (Ours)	41.84	35.15	0.65

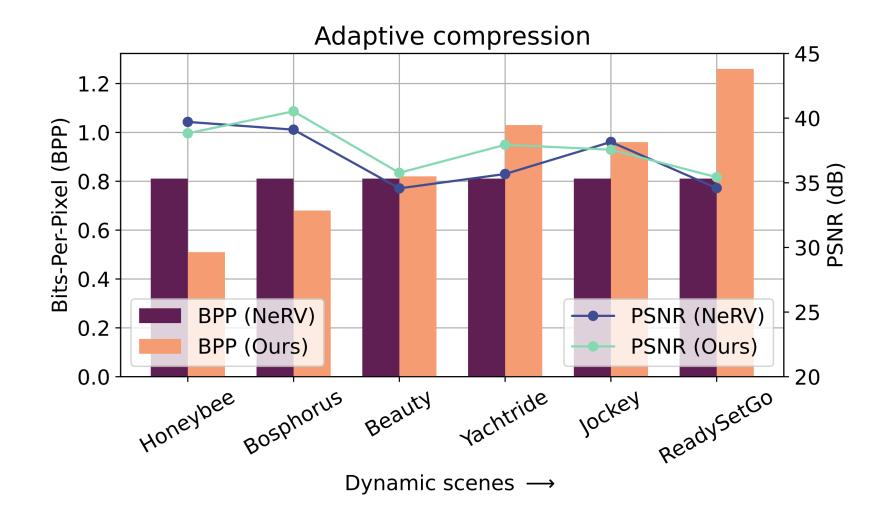
NeRV degrades in performance for longer videos due to fixed size model

# Scalability to longer videos

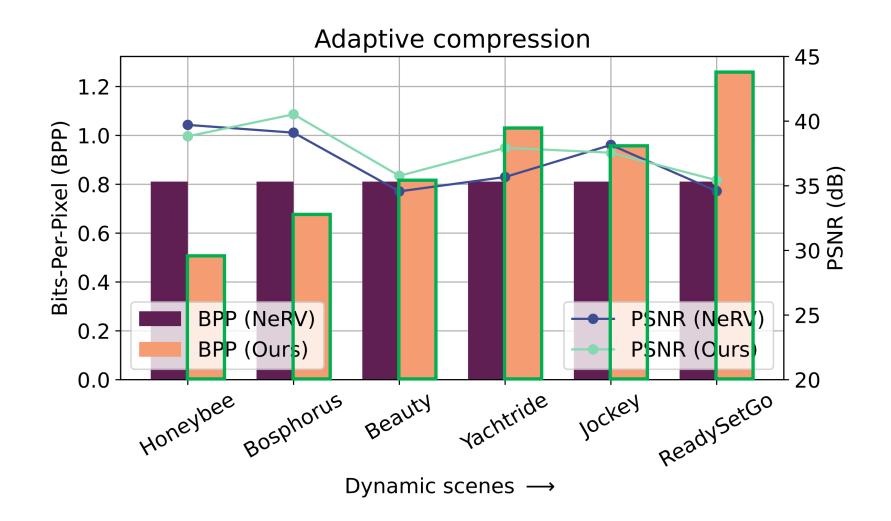
Num Frames	Method	Encoding Time (Hours)↓	PSNR ↑	BPP↓
2000	NeRV	84.44	33.38	0.22
	NIRVANA (Ours)	20.85	35.43	0.62
3000	NeRV	134.58	31.6	0.16
	NIRVANA (Ours)	31.37	35.21	0.64
4000	NeRV	190.30	30.53	0.12
	NIRVANA (Ours)	41.84	35.15	0.65

NIRVANA maintains performance with longer videos due to autoregressive modeling

## Video content adaptability



# Video content adaptability



NIRVANA adapts to video content with static scenes requiring lesser BPP

### Qualitative comparisons

**Ground Truth** 0 10

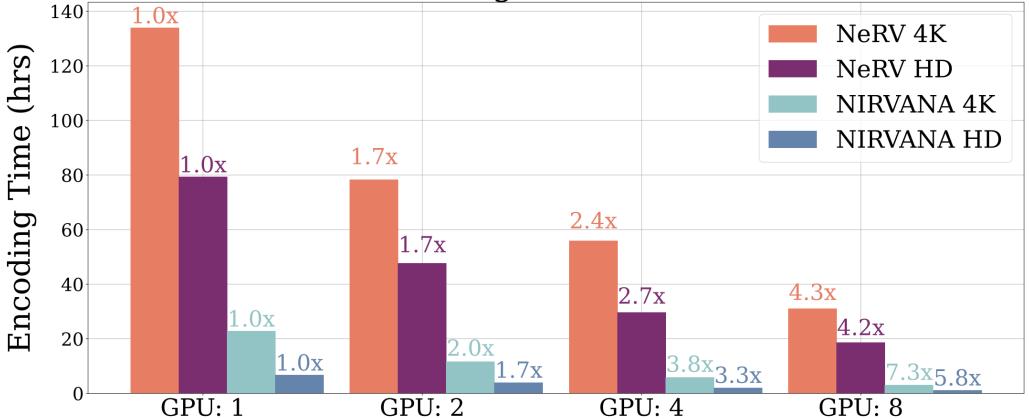
NIRVANA achieves better reconstructions preserving finer details in the video.

NIRVANA

NeRV

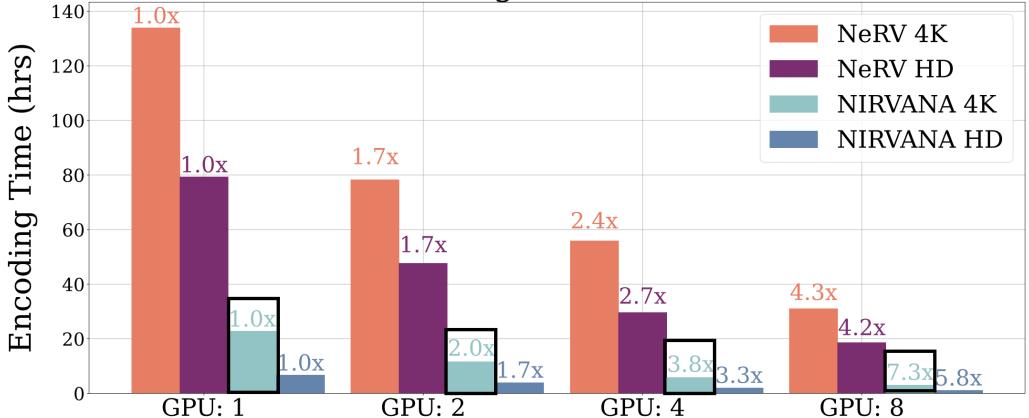
### GPU scalability

#### **Encoding Time vs GPUs**



### GPU scalability

#### **Encoding Time vs GPUs**



NIRVANA scales almost linearly with increasing GPUs in terms of encoding speed

• We present an autoregressive patchwise modeling approach to video INRs which exploits the spatial temporal redundancies present.



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Project page:



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Visit us at poster #194 on Wednesday evening session (4:30 PM – 6:30 PM) at CVPR 2023!

Project page:

