Gemino: Practical and Robust Neural Compression for Video Conferencing

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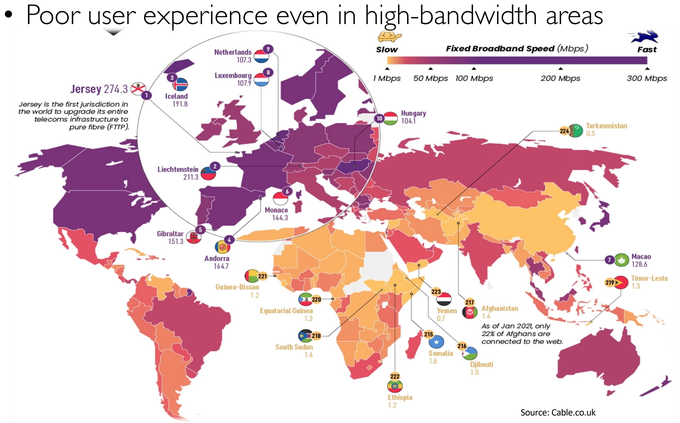
Motivation

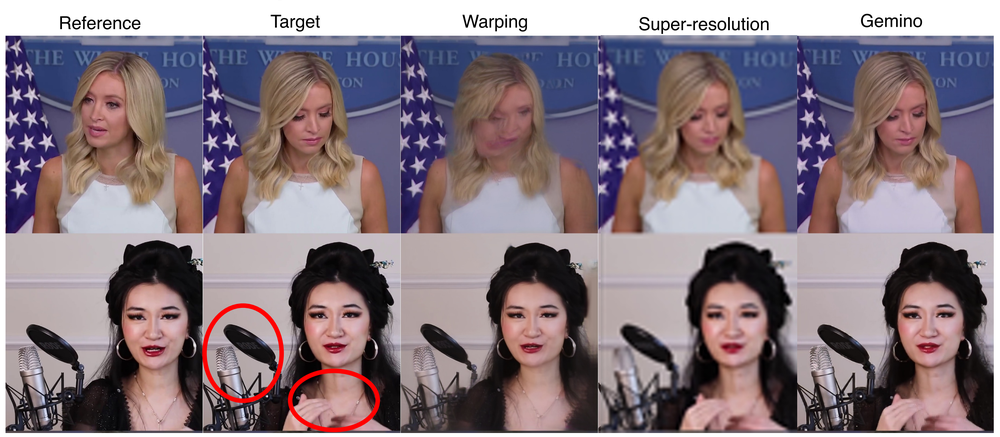
- State of the art codecs' search-based methods (i.e., VP8) have limited bitrate range
- Many countries fall below bandwidth recommendations for video conferencing
- Poor user experience even in high-bandwidth areas



Optimizations

- Codec-in-the-loop training to overcome artifacts produced by video codecs at low bitrates and low resolutions
- Per-person fine-tuning for improved fidelity
- Multi-scale architecture to reduce operations per pixel at higher resolutions
- Depth-wise separable convolutions to reduce MACs
- Channel pruning further allows for real-time inference on a TitanX GPU at 1024x1024 resolution.

Qualitative Comparisons



Gemino Design

Warping approaches

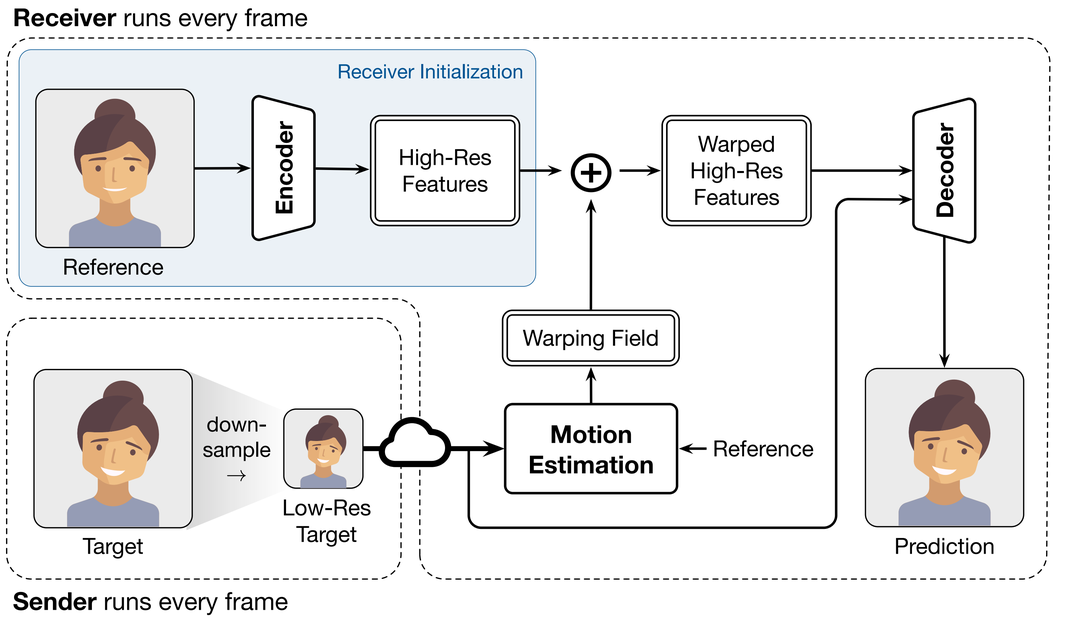
- Use sparse facial landmarks to estimate pose
- Catastrophic failure with large motion
- Good high-frequency fidelity for small motion

Super-resolution approaches

- Preserve low-frequency content
- Poor high-frequency fidelity

Gemino

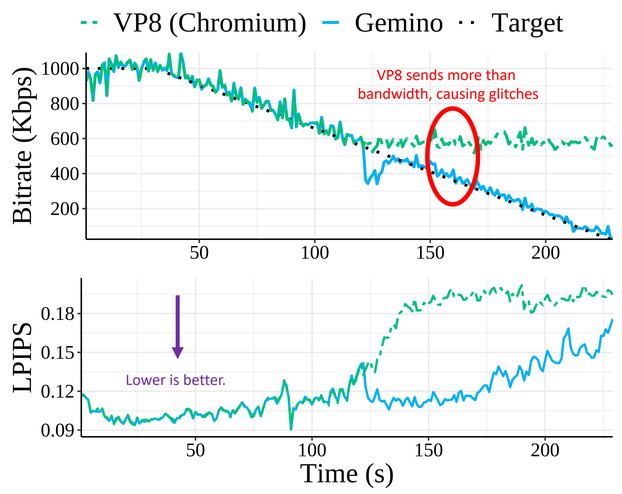
- Uses high-frequency-conditional super-resolution to combine both approaches
- Extreme super-resolution (8x) to achieve audio like bitrates



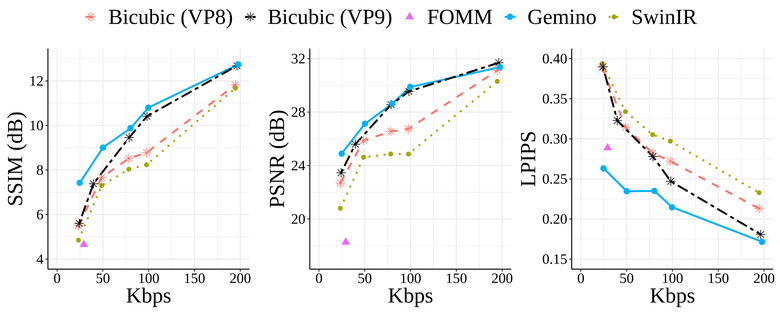
Quantitative Comparisons

Adaptation to network variability

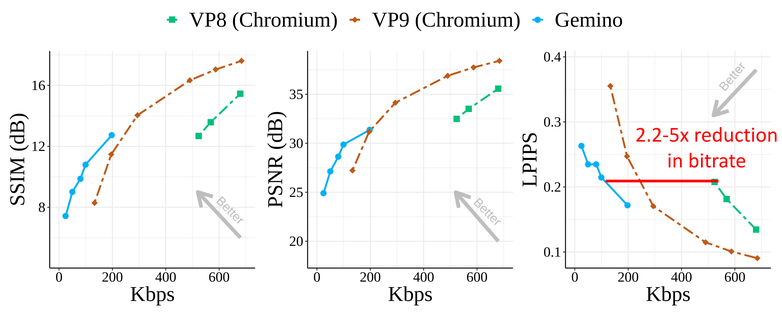
- VP8 saturates at few 100 Kbps
- Gemino responds to target bitrate and smoothly trades off compression for visual quality.



Low-bitrate Regime



Gemino vs. VP8/9



Gemino provides same video quality at 2.2-5x lower bandwidth!

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