

Efficient Feature Extraction for High-resolution Video Frame Interpolation





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Motivation

Goal: Computationally efficient method for high-resolution video frame interpolation



State-of-the-art Models

 High memory demands for 4K High model complexity

Our Approach

- Efficient feature extraction



Lightweight overall framework

GPU Memory (GB)



Quantitative Results

	Pretrained flow	# Param. (Mill.)	Memory (for 4K)	Training dataset	Xiph-4K (PSNR)	X-Test (PSNR)	$\frac{\text{Inter4K-S}}{(\text{PSNR})}$	Inter4K-L (PSNR)	$\begin{array}{c} \text{Inference} \\ \text{(in s/f)} \end{array}$
M2M-PWC [1]	✓	7.6	$10 \mathrm{GB}$	Vimeo90K	34.88	30.81	29.22	24.87	0.21
$\operatorname{RIFE}_m[2]$	×	9.8	$\underline{6.8}$ GB	Vimeo90K	34.80	26.80	28.37	24.40	0.40
XVFI [3]	×	5.5	>12 GB	X-Train	34.04	30.34	28.82	24.62	—
Ours	×	0.9	4.6 GB	X-Train	34.16	30.45	29.29	25.16	0.51

Ablation

	# Param. (in Mill.)	Memory (for 4K)	X-Test	Inter4K-S
Ours (full)	0.9	$4.6 \mathrm{GB}$	30.45	29.29
w/o finetuning projection vectors	0.9	$4.6 \mathrm{GB}$	29.46	28.34
w/o backward flow $(F_{t\to 0} \& F_{t\to 1})$	0.9	$4.6 \mathrm{GB}$	30.13	28.81
with synthesis	2.6	9.5GB	30.59	29.12

References & Disclosure of Funding

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Conclusion

- We propose the fLDR module, an efficient way to extract lowdimensional features for motion estimation.
- Our framework is overall lightweight in terms of memory and trainable parameters.
- We curate a new challenging 4K testset for frame interpolation.
- We achieve state-of-the-art accuracy on X-Test, Inter4K-S and Inter4K-L among approaches without pretrained flow.





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