Optimizing HEVC In-loop Filters on GPUs

- Objective: implement a high-performance GPU kernel for the HEVC in-loop filters that consist of deblurring filter (DBF) and Sample Adaptive Offset (SAO). The developed kernel is expected to deliver a better performance than state of the art [1].
- General tasks:
  - fuse the DBF and SAO kernels into a single kernel
  - performance analysis on different GPUs
- Required skills: C/C++, CUDA/OpenCL programming
- Desired skills: image processing and/or video coding background
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