

# Adopting Modern Image Codecs at Scale

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ICIP 2024, Abu Dhabi

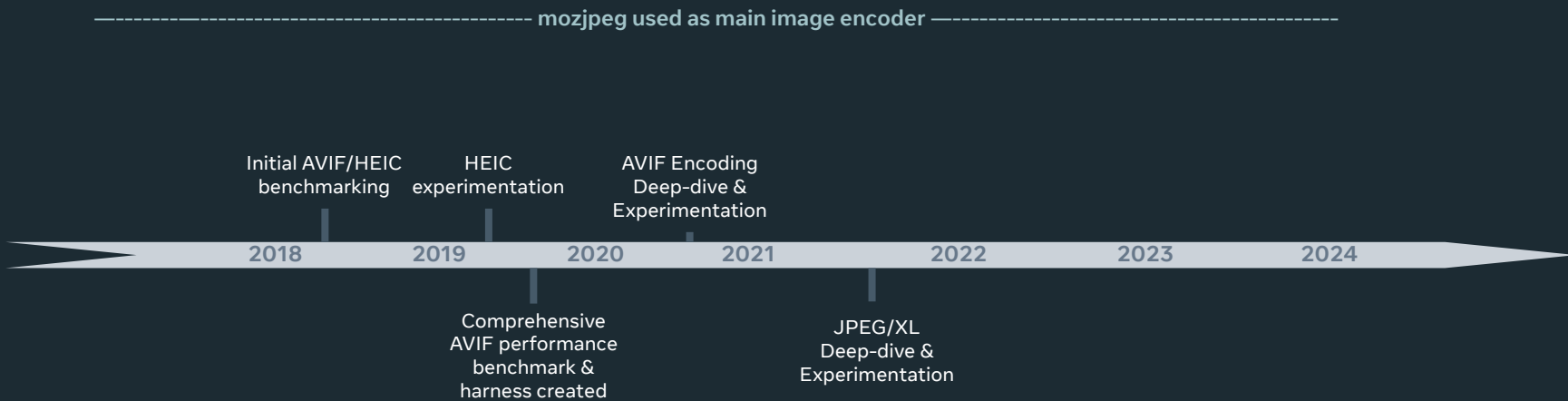
Every day, we handle **billions of image uploads and trillions of image download requests** on our CDN.

Good image quality experience in our apps is highly constrained by **image loading & upload times, data usage, battery life, memory efficiency, encode/decode latencies** and **app-binary size**.

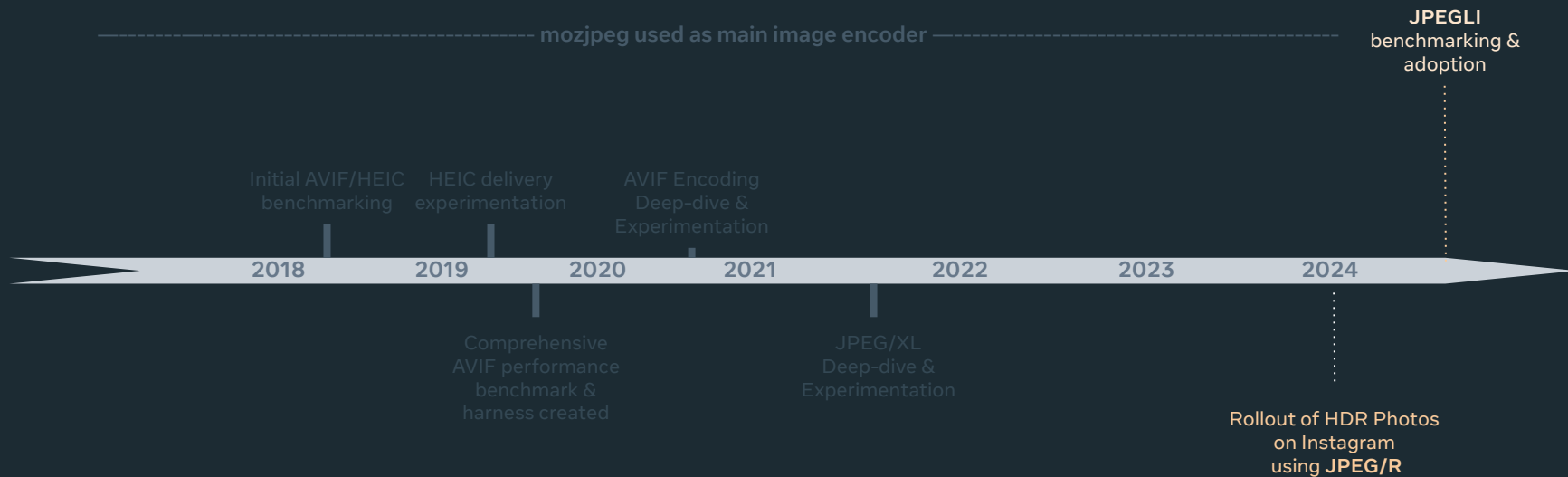
Small changes in efficiency are magnified across each quality experience dimension.

# Image Formats @ Meta

## IMAGE FORMATS TIMELINE

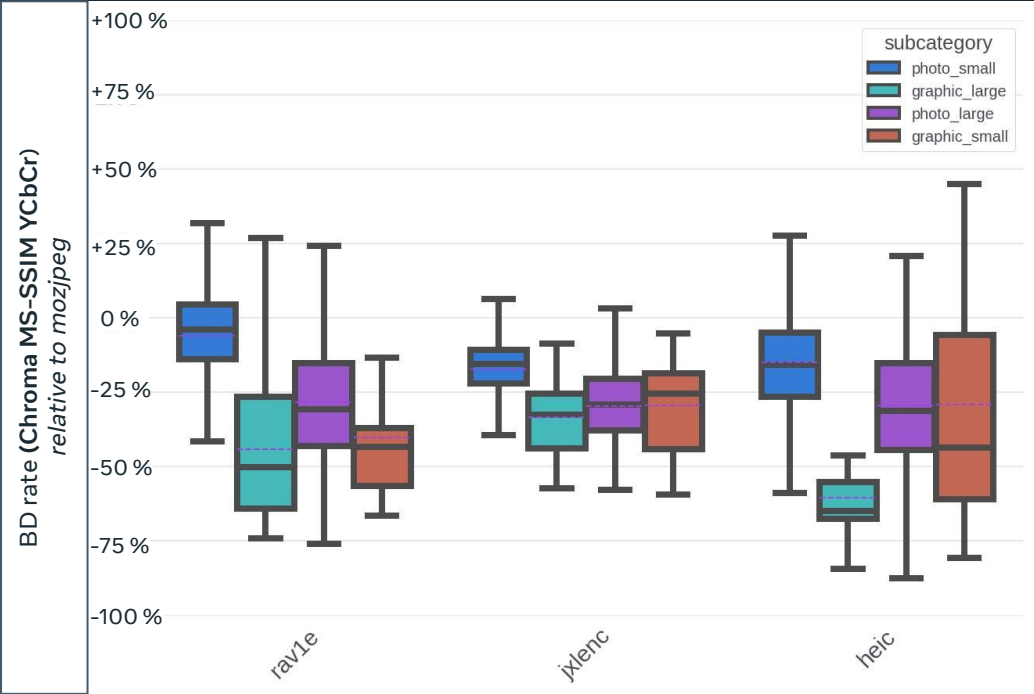


## IMAGE EXPERIENCE IMPROVEMENTS TIMELINE

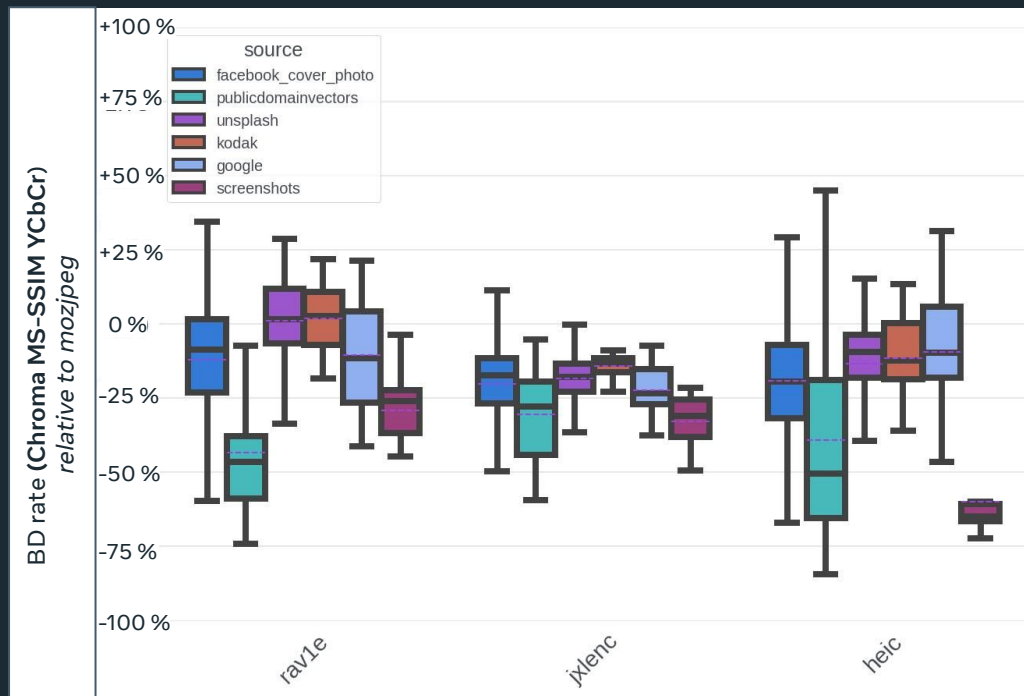


# Compression Rate Benchmarks

# Compression Rate Benchmarks: Content Type



## Compression Rate Benchmarks: Public Datasets





Compression Rate Benchmarks: Chroma MS-SSIM (YCbCr, public datasets)

Dataset	Algorithm	Pearson	Kendall	Spearman	Avg. time (sec)
Kadid-10k	chroma MS-SSIM	<b>0.70737</b> (stat-sig)	<b>0.65774</b> (stat-sig)	<b>0.84814</b> (stat-sig)	0.12136
	grayscale MS-SSIM	0.68416	0.63017	0.82047	0.06241
tid2013	chroma MS-SSIM	<b>0.7959</b> (stat-sig)	<b>0.65811</b> (stat-sig)	<b>0.85375</b> (stat-sig)	0.11151
	grayscale MS-SSIM	0.77625	0.60449	0.7897	0.05231
CLIVE	chroma MS-SSIM	<b>0.75935</b>	<b>0.59028</b>	<b>0.79169</b>	0.13709
	grayscale MS-SSIM	0.74912	0.5844	0.786	0.0625
LIVE	chroma MS-SSIM	<b>0.63109</b>	<b>0.819</b>	<b>0.95093</b>	0.20749
	grayscale MS-SSIM	0.62556	0.80868	0.9454	0.09105
tid2008	chroma MS-SSIM	<b>0.7959</b>	<b>0.65811</b>	<b>0.85375</b>	0.11151
	grayscale MS-SSIM	0.78254	0.64775	0.84775	0.05212

## Challenges with Image Quality Metrics across Image Formats

original



JPEG



MS-SSIM: 0.997

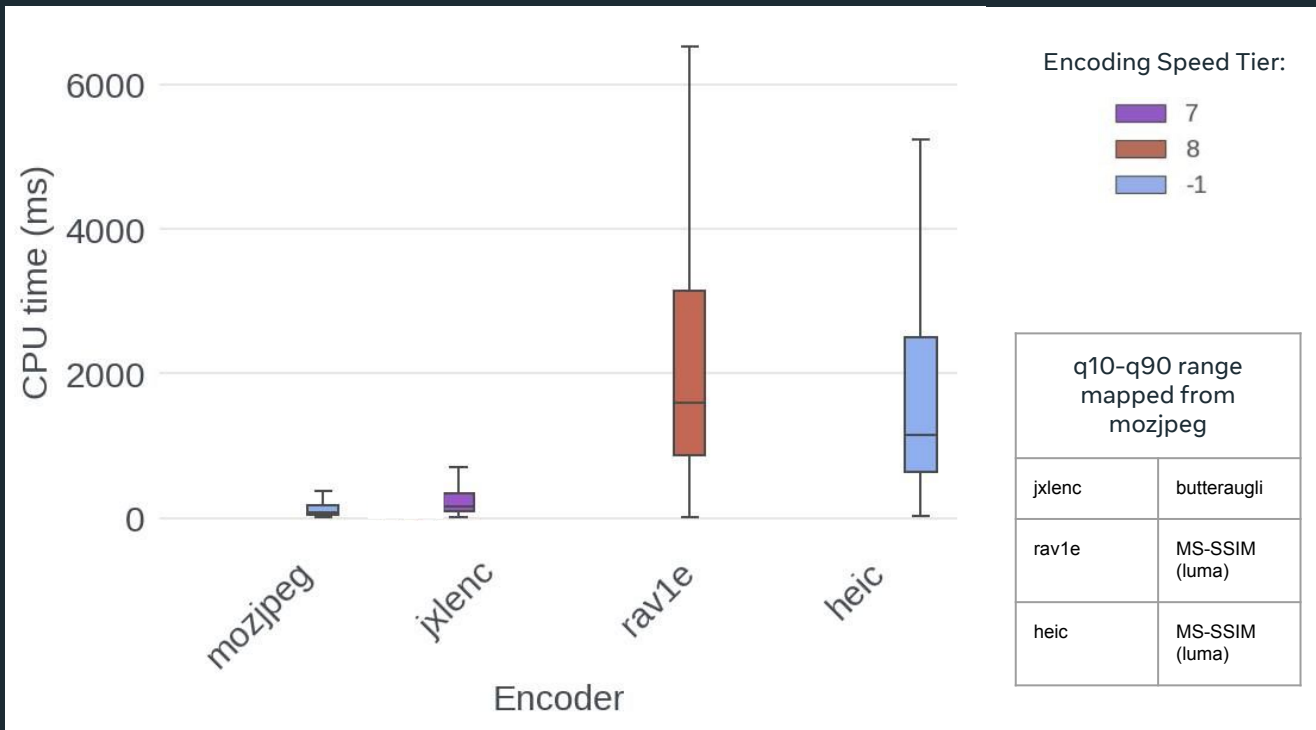
AVIF



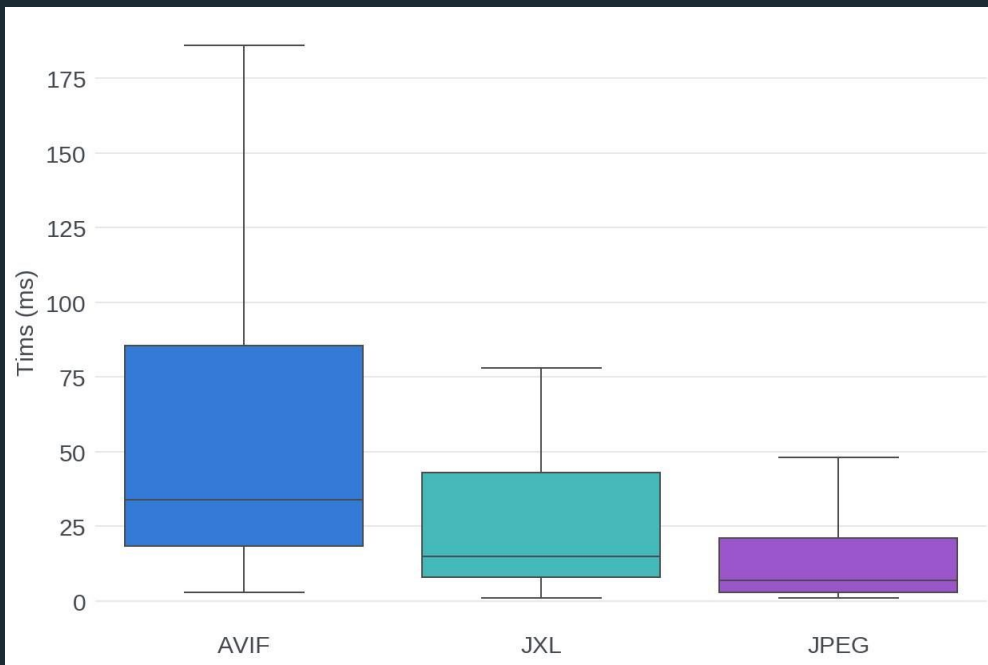
MS-SSIM: 0.986

# 2021 Performance Benchmarks

## 2021 Encoding Speed (Single-threaded): x86-64 CPU

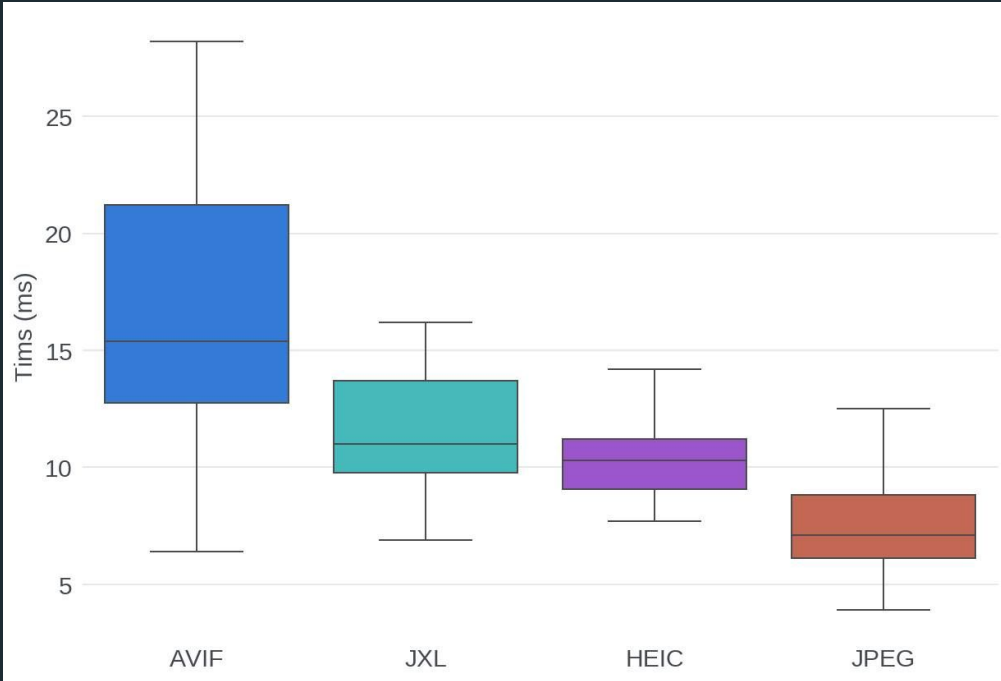


## 2021 Decoding Speed: Android - Pixel 4



format	Decode time (ms)			MP/s (higher is better)		
	mean	p10	p90	mean	p10	p90
AVIF	52.775470	1.0	145.0	16.535118	4.902	24.079515
JPEG	12.241758	1.0	34.0	73.956190	7.425	98.742857
JXL	23.915187	1.0	63.0	33.605559	7.215	47.127273

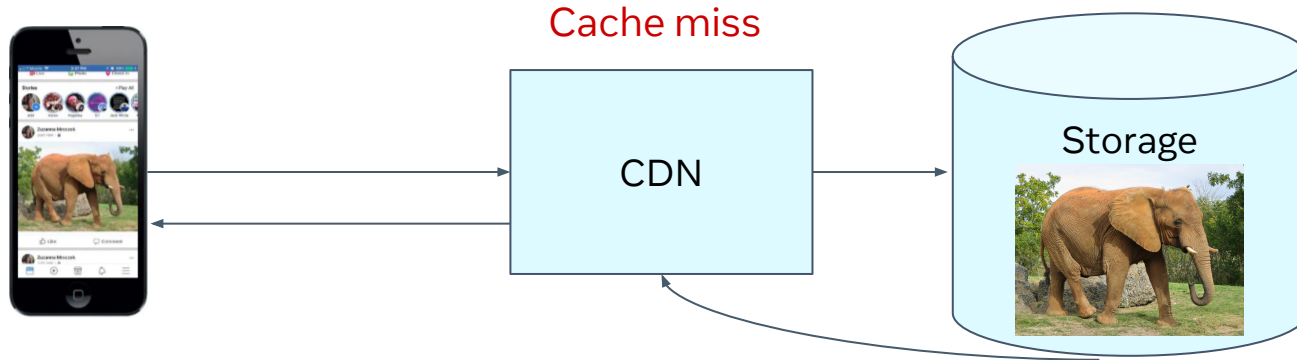
## 2021 Decoding Speed: iOS - iPhone 12 Pro



format	Decode time (ms)			MP/s (higher is better)		
	mean	p10	p90	mean	p10	p90
AVIF	17.883871	10.9	28.1	23.486178	16.467391	30.720472
HEIC	11.477419	8.7	14.1	39.143647	23.543478	53.647059
JPEG	7.596774	4.9	10.6	53.350852	39.040000	68.380000
JXL	12.000000	8.2	16.2	33.769186	24.420000	43.612441

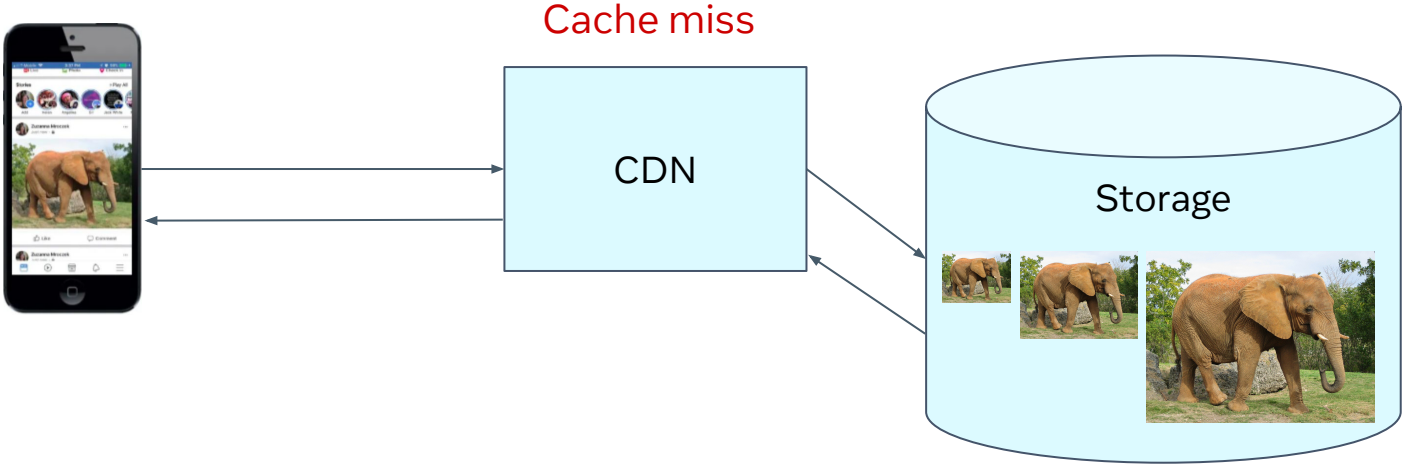
# 2021 Real-world Performance

## 2021 JPEG XL Experimentation Architecture





2021 AVIF Experimentation Architecture



## 2021 Experimentation Results: AVIF

### AVIF in FBiOS Story Viewer (Vietnam)

No encoding in CDN

+

~30% file-size savings

+

328% increase in avg client decoding time  
(141 vs 43 ms)

=

**Images Load Slower**

- Average file size is reduced by 30% (87.4 vs 124 KB)
- Total network time decreased 13.7% (972 vs 1130 ms)
- Time to first byte decreased 17.4% (380 vs 460 ms)

## 2021 Experimentation Results: JPEG XL

### JPEG XL in Facebook for Android Story Viewer (BR; CA; MX; US)

Encoding latency in CDN on par with JPEG  
(4 threads)

+

~5-15% file-size savings

+

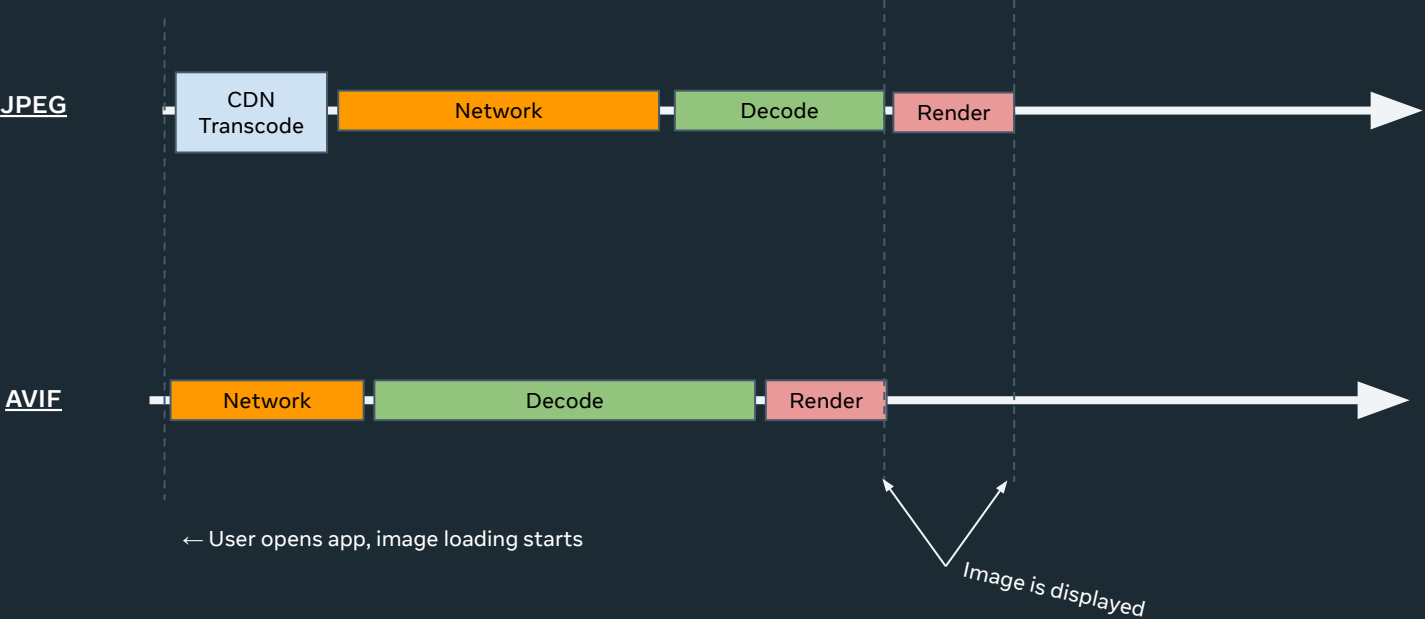
60-80% regression in avg client decoding time  
(96 ms vs 53 ms)

=

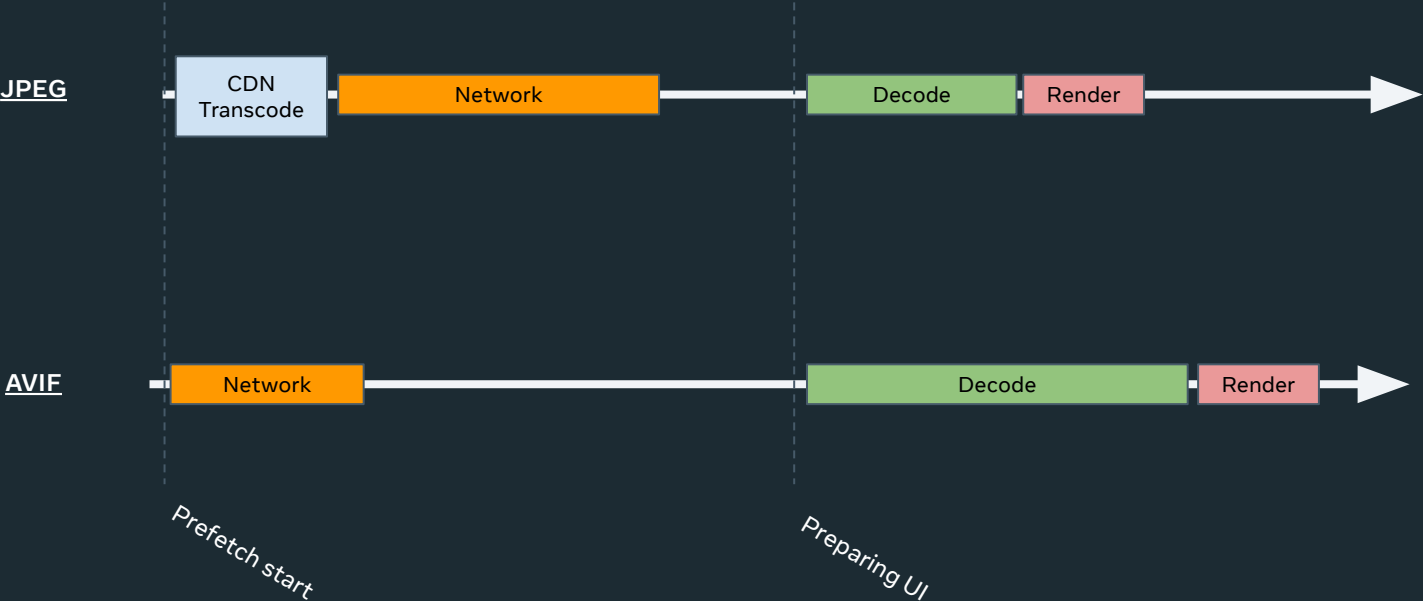
**Images Load Slower**

# Factors in End-to-end Image Latency

# End-to-end Image Rendering Timeline



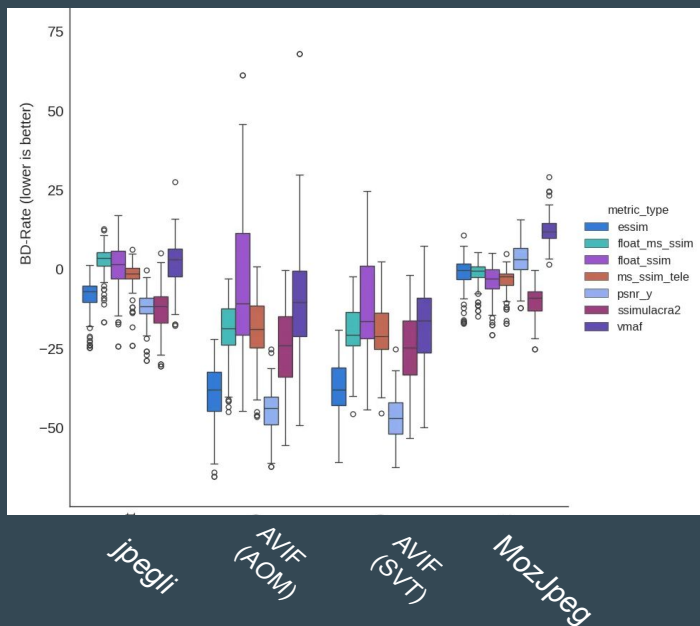
# End-to-end Image Rendering Timeline (Prefetched)



# Improvements in Legacy Formats

# Jpegli compared to MozJpeg / AVIF

Compression BD-rates  
(compared to libjpeg-turbo)



Encode Latency

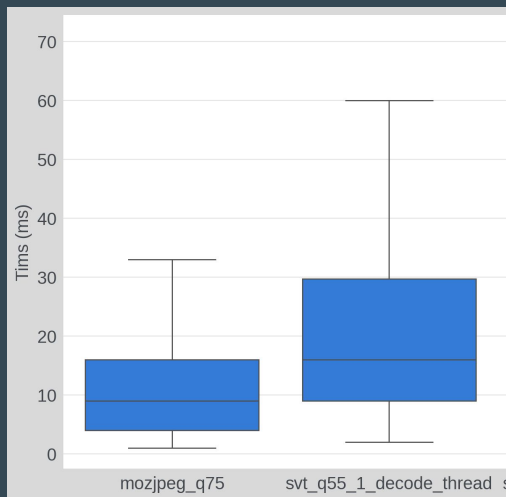
encode_format 🔍 ✎	processing_time_per_output_pixel_10000 (avg) ✎
jpg (mozJpeg)	2.897
jpegli	1.721
webp	5.366
png	9.055



**The future is looking bright for AVIF**

# AVIF Codec Performance Revisited

Mobile decode latency  
Software decoder (dav1d)  
Pixel 8 (Android)



All time measurements in wall time, which for single threaded operations = system + user CPU

Encode latency vs BD-rates  
SSIMULACRA 2.1



# Key takeaways

- Compression efficiency is not enough when considering to adopt a modern image format at scale
- SW codec performance more critical than HW performance
- Quality comparison between formats is highly subjective
- HDR images is still an evolving field, with competing standards

