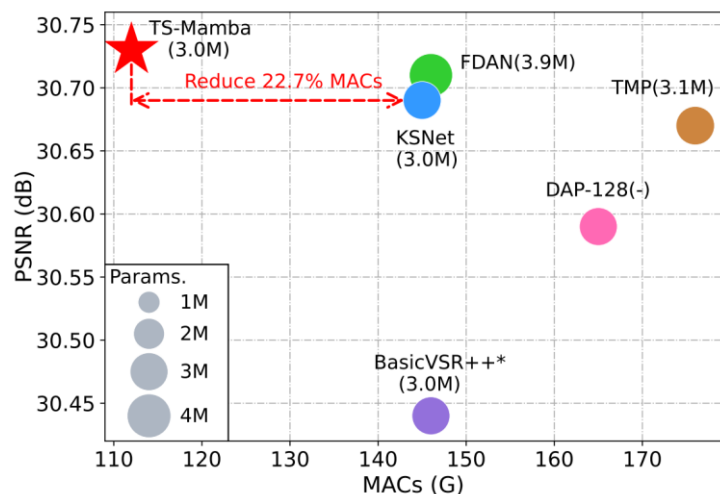


Motivation

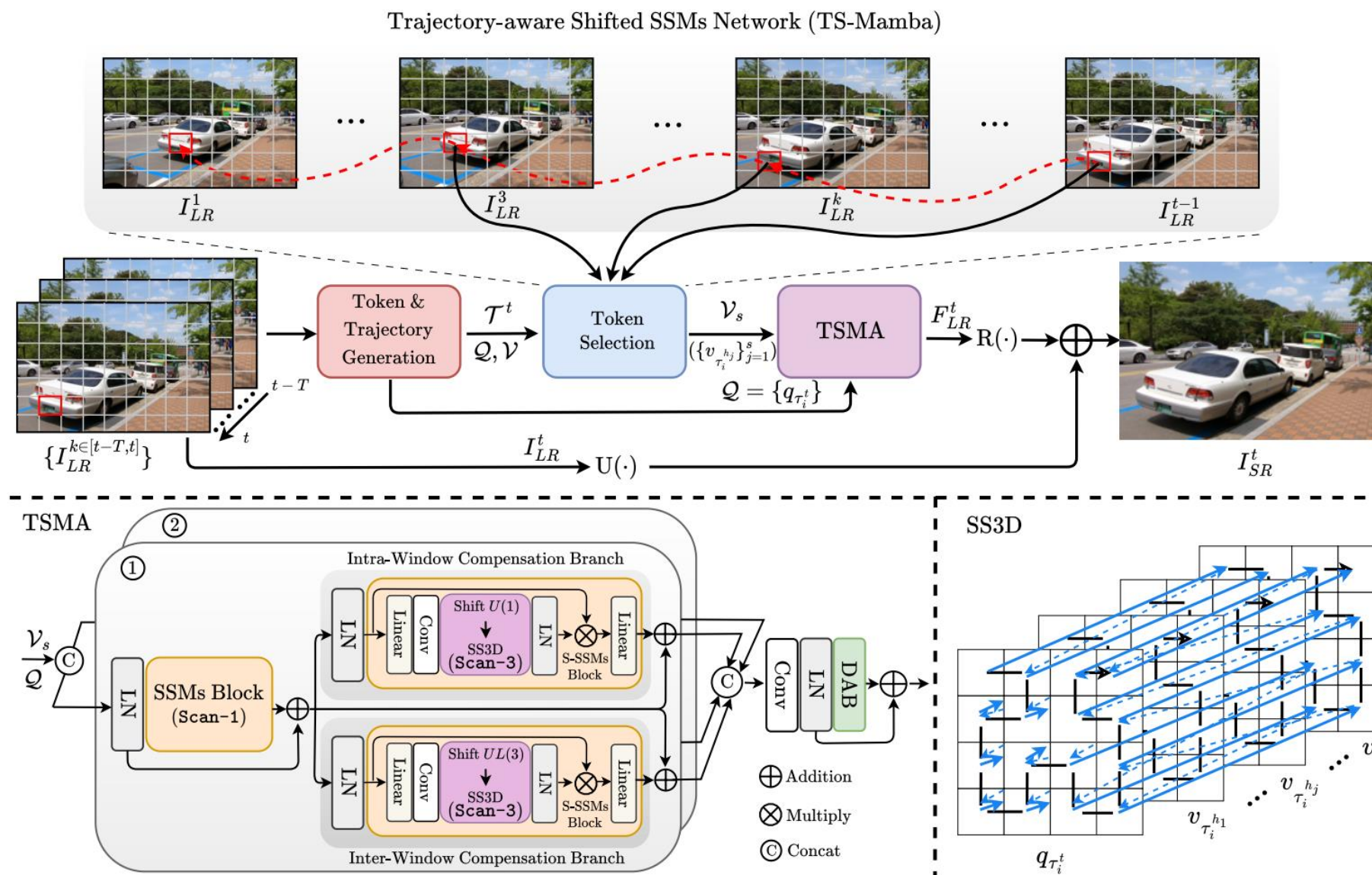
- **Online VSR**: Restoring the current high-resolution video frame based on **temporally previous frames** with **low latency** and **low computational complexity**.
- **Shortcomings of Existing Methods**:
 - (1) They predominantly use **short-term temporal information** based on CNN which restricts their ability to further enhance reconstruction quality.
 - (2) They often bring **heavy computational overhead** when incorporates long-term temporal alignment, resulting in challenges for real-time applications.

Contributions



- The **first SSMs-based online VSR model** that aggregates long-term spatio-temporal information from previous frames at the token level to restore HR frames.
- The **first time to introduce video trajectories into Mamba** to select the most similar tokens to construct the trajectory-aware shifted Mamba.
- The **novel shifted SSMs blocks** are designed to strengthen the local spatial continuity of Mamba.

Methodology

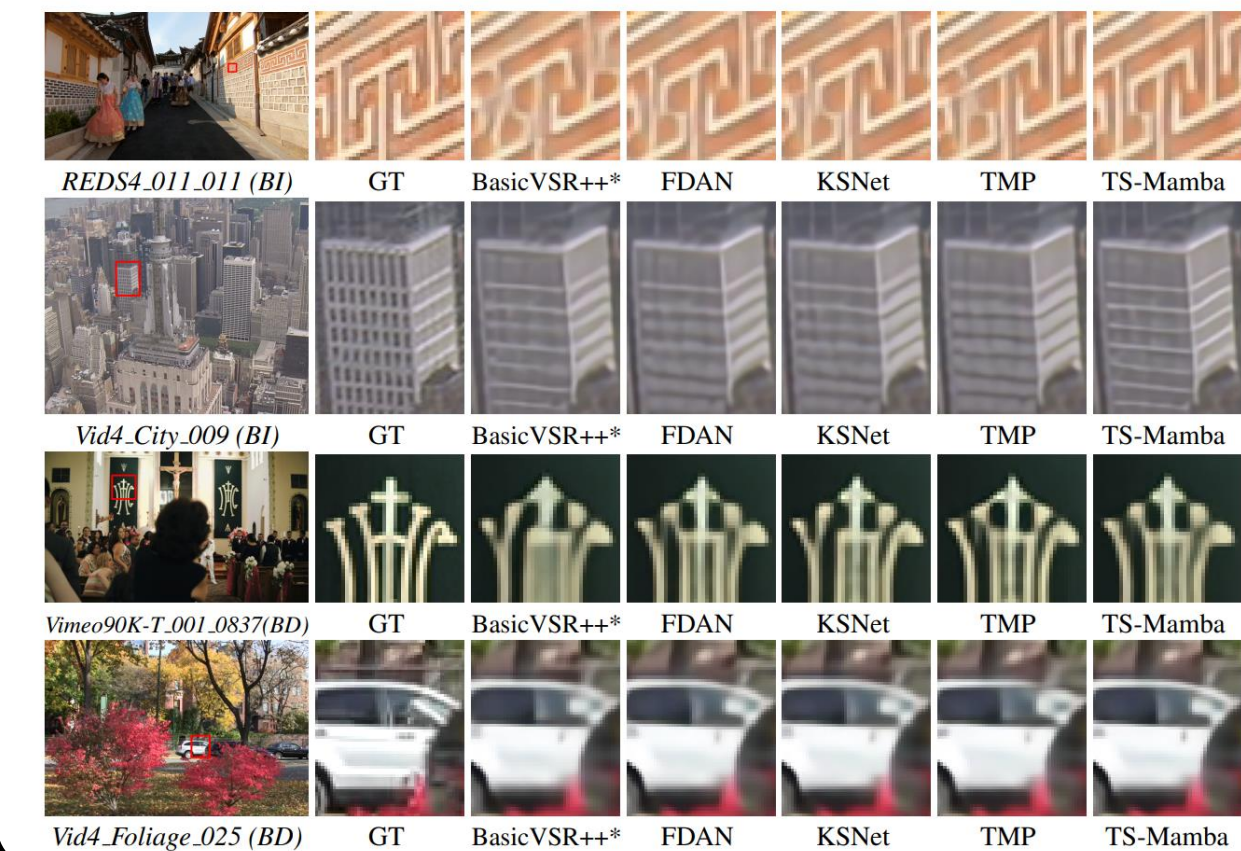


- The core designs in our **TS-Mamba**:
 - Trajectory Generation & Selection** extracts tokens from frames and constructs their temporal trajectories. The **most similar tokens are selected** along trajectories for aggregation.
 - Trajectory-aware Shifted Mamba Aggregation (TSMA)** designs Shifted SSMs Blocks with Shifting operations and Hilbert scannings to compensate for the **Intra-Window and Inter-Window losses** of Hilbert scannings, **strengthening local spatial continuity of Mamba**.
 - Selective Scanning along Temporal Dimension (SS3D)** scans the current token and selected tokens to convert spatio-temporal neighboring pixels into **1D token sequence**, **preserving local spatial information** and progressively **capturing global temporal patters**.

Quantitative Results

Category	Methods	Supp. Frame	R_{τ}	Run.↓ (ms)	FPS↑ (1/s)	MACs↓ (G)	Params.↓ (M)	BI degradation		BD degradation	
								REDS4(RGB)↑ (PSNR/SSIM)	Vid4(Y)↑ (PSNR/SSIM)	Vimeo-90K-T(Y)↑ (PSNR/SSIM)	Vid4(Y)↑ (PSNR/SSIM)
Offline	BasicVSR++	P+F	×	77	13.0	418	7.3	32.39/0.9069	27.79/0.8400	38.21/0.9550	29.04/0.8753
	MIA-VSR	P+F	×	318	3.1	3220	16.5	32.78/0.9220	28.20/0.8507	-	-
	IART	P+F	×	180	5.6	5020	13.4	32.90/0.9138	28.26/0.8517	38.62/0.9579	29.68/0.8884
	VSRM	P+F	×	223	4.5	2174	17.1	33.11/0.9162	28.44/0.8552	-	-
Online	RRN	P	✓	34	29.4	193	3.4	28.82/0.8234	25.85/0.7660	36.69/0.9432	27.69/0.8488
	BasicVSR++	P	✓	40	25.0	146	3.0	30.44/0.8686	27.06/0.8173	37.11/0.9464	27.49/0.8426
	DAP-128	P	✓	38	26.3	165	-	30.59/0.8703	-	37.29/0.9476	-
	FDAN	P	✓	34	29.4	146	3.9	30.71/0.8723	27.14/0.8206 [†]	37.36/0.9483 [†]	27.76/0.8471
	KNet	P	✓	31	32.3	145	3.0	30.69/0.8724	27.14/0.8208	37.34/0.9490	27.63/0.8444 [†]
	TMP	P	✓	25	40.1	176	3.1	30.67/0.8710	27.10/0.8167	37.33/0.9481	27.61/0.8428
	VSRM*	P	✓	31	32.7	136	3.1	30.64/0.8701	27.10/0.8163	37.28/0.9477	27.57/0.8423
TS-Mamba	P	✓	29	33.5	112	3.0	30.73/0.8727	27.17/0.8209	37.36/0.9482	27.70/0.8473	

Visual Results



Ablation Studies

Models	PSNR(dB)↑ / SSIM↑	Params.(M)↓	Run.(ms)↓	MACs(G)↓
(v1.1) w/o Trajectory	30.45 / 0.8678	1.7	20	84
(v1.2) w/o L_{trj}	30.70 / 0.8721	3.0	29	112
(v1.3) w/o IntraWCB	30.58 / 0.8702	2.8	25	97
(v1.4) w/o InterWCB	30.61 / 0.8706	2.8	25	97
(v1.5) w/o IntraWCB+InterWCB	30.52 / 0.8689	2.4	21	85
(v1.6) w/o $U(1)/D(1)$	30.65 / 0.8710	3.0	27	112
(v1.7) w/o $UL(3)/DL(3)$	30.67 / 0.8714	3.0	27	112
(v1.8) w/o (v1.6) + (v1.7)	30.61 / 0.8702	3.0	25	111
TS-Mamba (ours)	30.73 / 0.8727	3.0	29	112