

FIG. 1

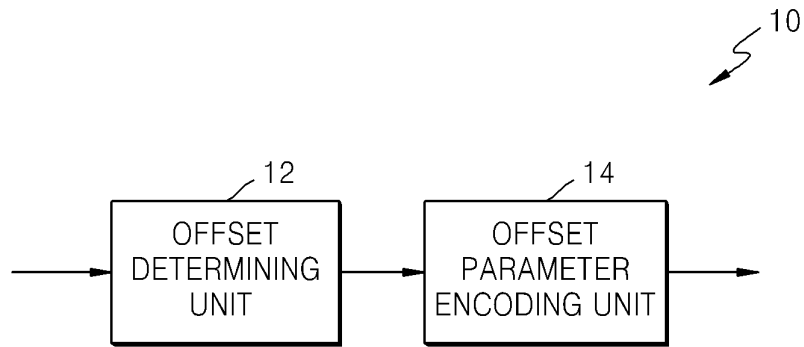


FIG. 2

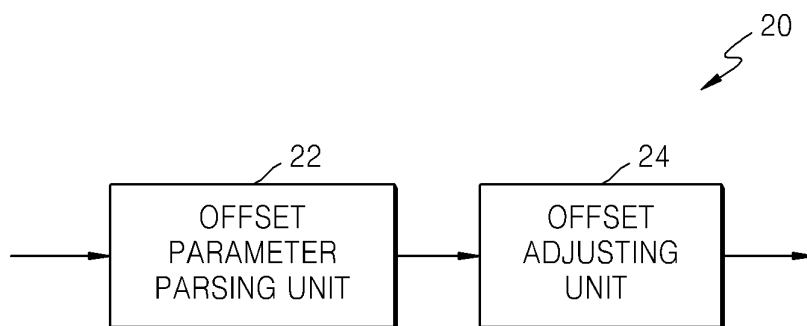


FIG. 3

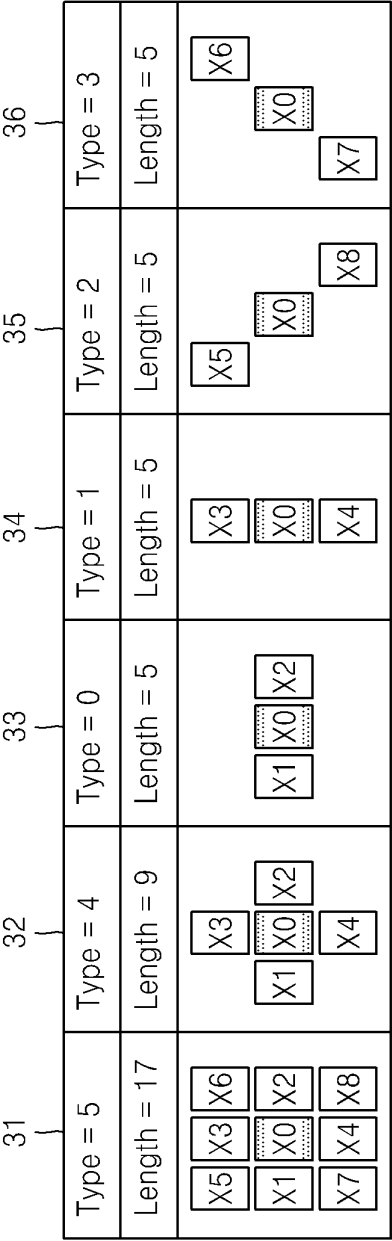


FIG. 4

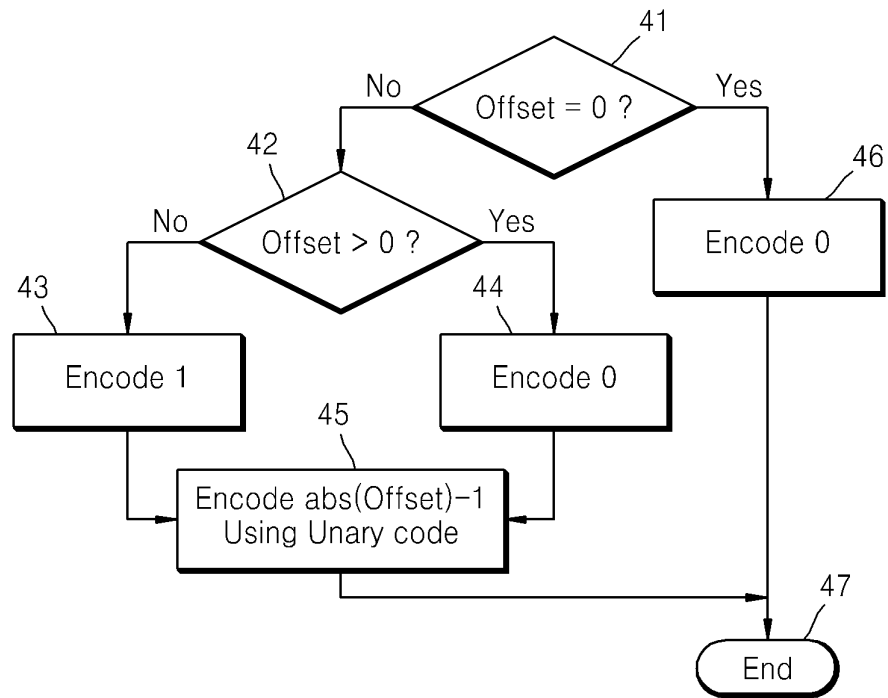


FIG. 5

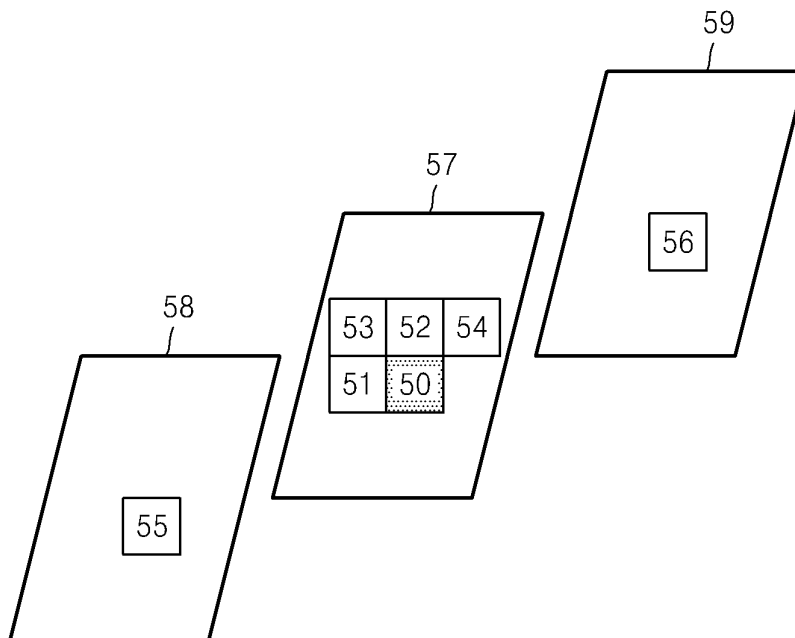


FIG. 6

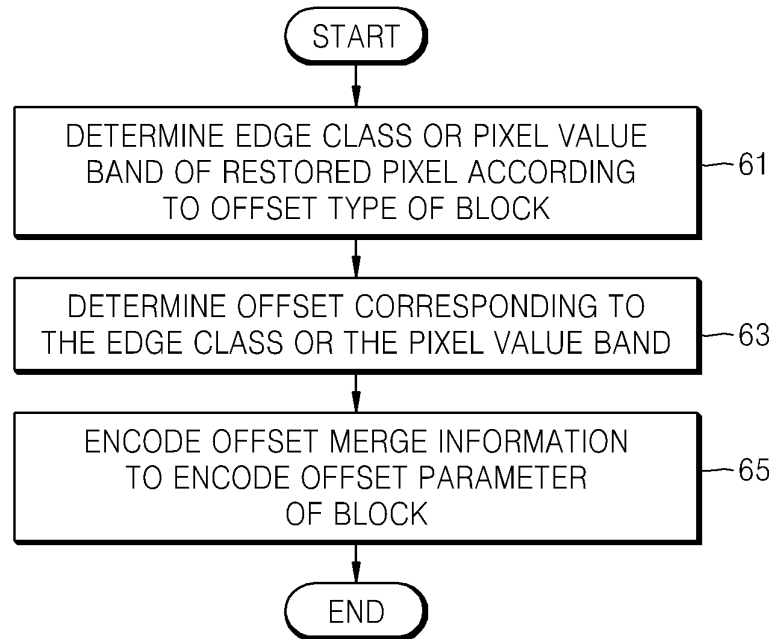


FIG. 7

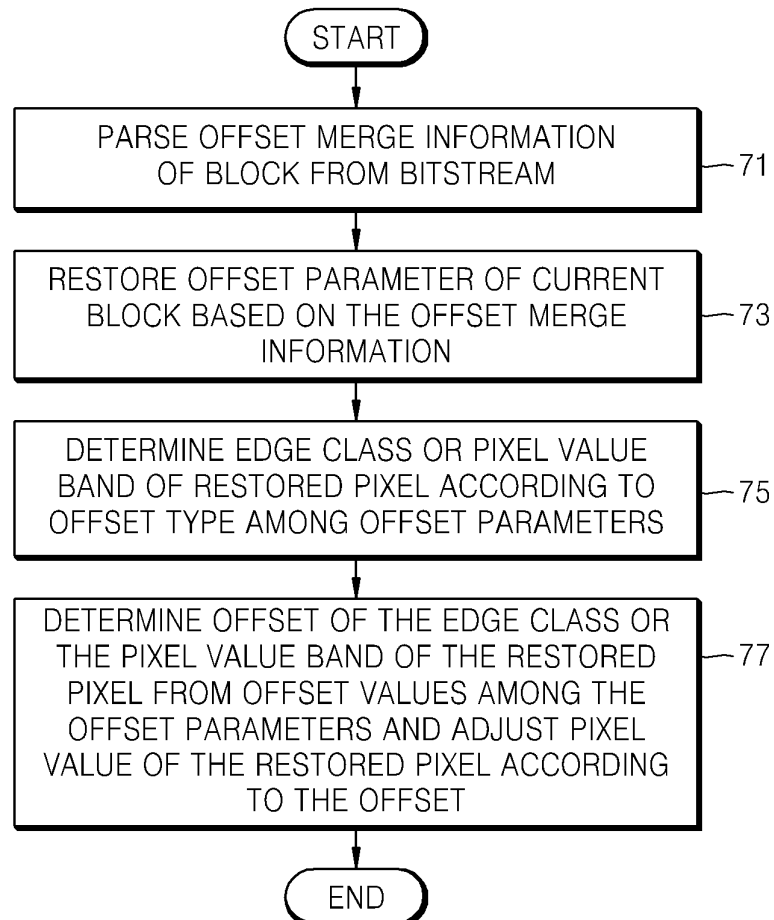


FIG. 8

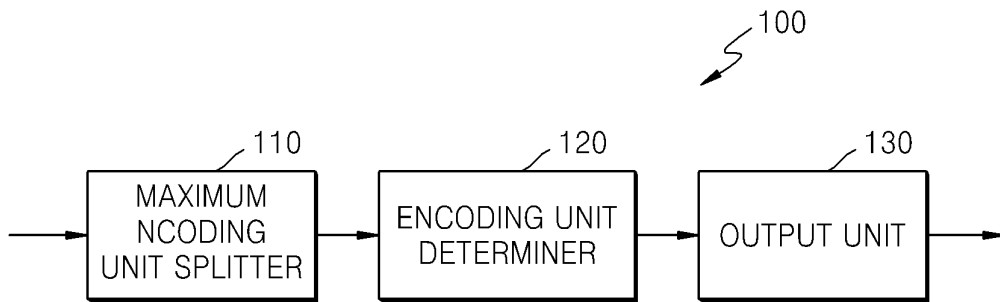
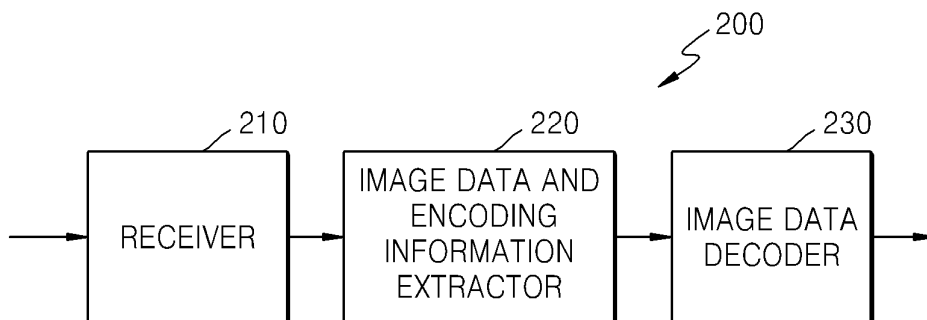


FIG. 9



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FIG. 10

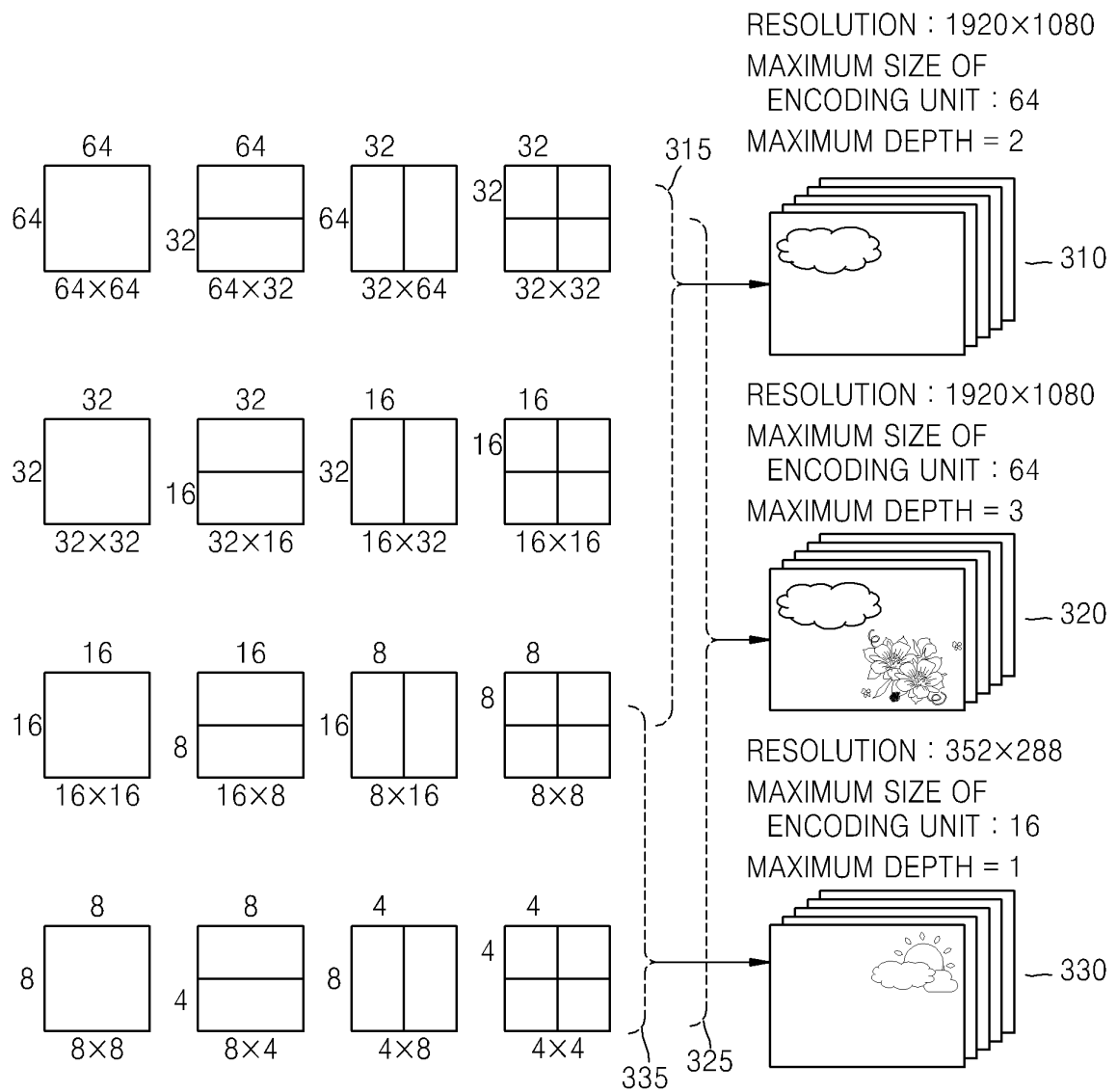


FIG. 11

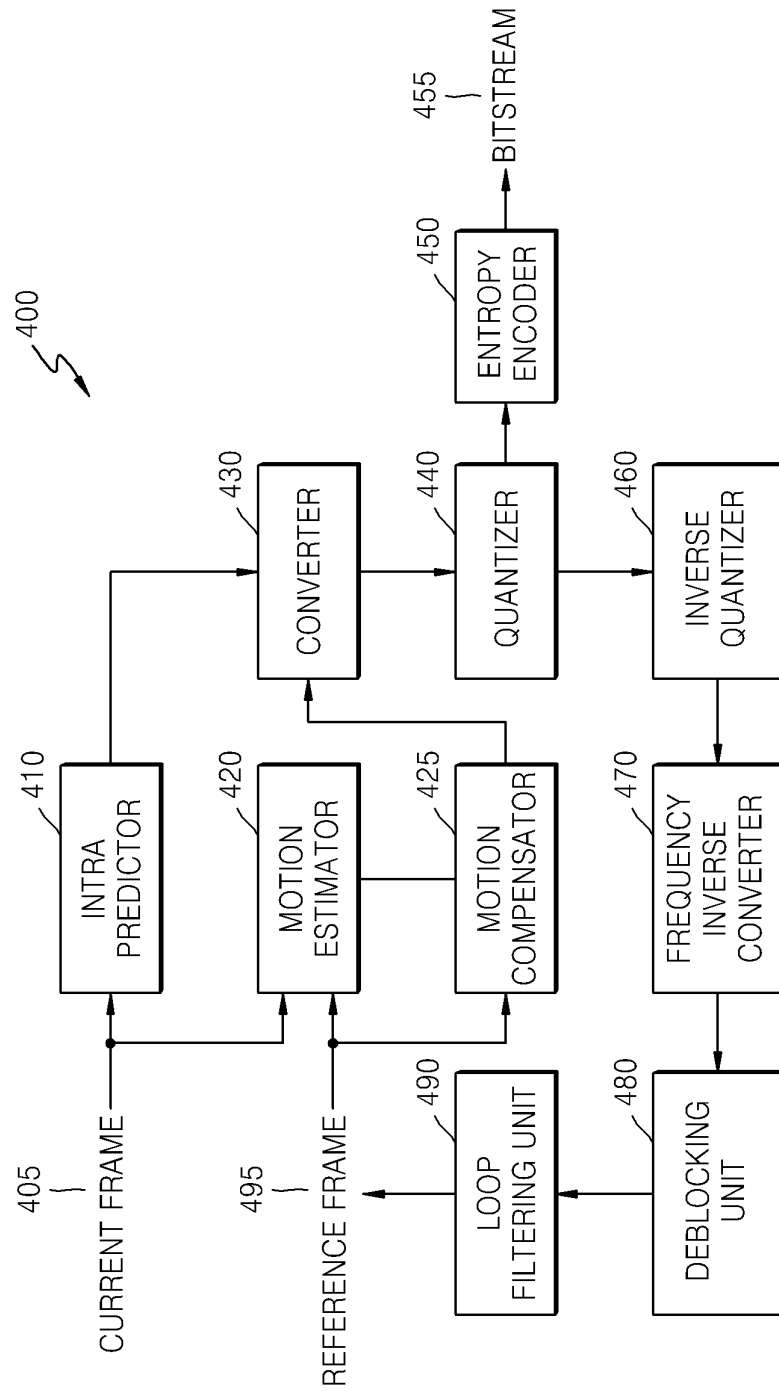
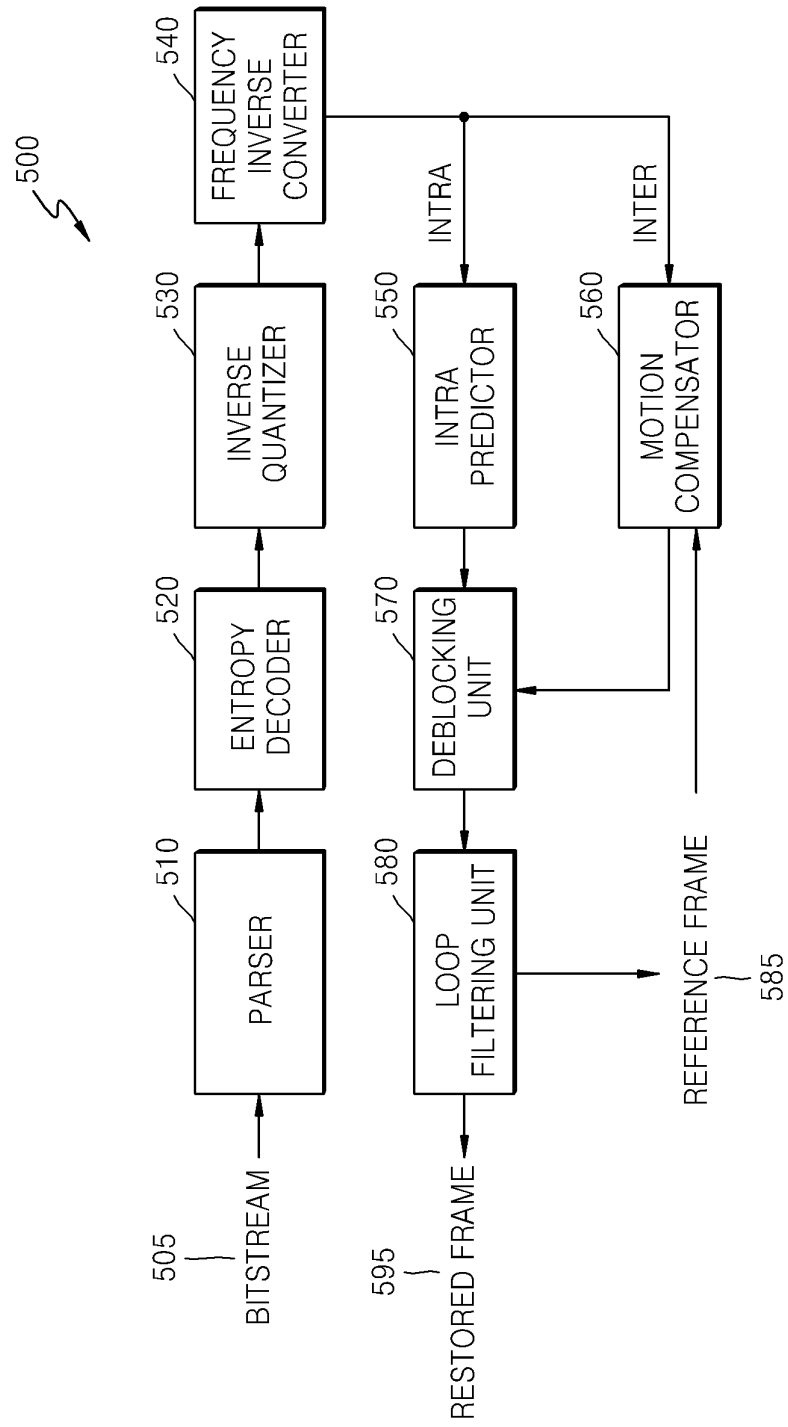


FIG. 12



The diagram illustrates a hierarchical video encoding unit structure. At the top, a large rectangle represents the 'MAXIMUM ENCODING UNIT' with dimensions '600' (width) and '600' (height). Below this, a smaller rectangle represents the 'MAXIMUM HEIGHT AND MAXIMUM WIDTH OF ENCODING UNIT=64', with dimensions '64' (width) and '64' (height). This unit is further divided into four smaller units, each with dimensions '32' (width) and '32' (height). These units are arranged in a 2x2 grid, with dimensions '64x64' (width) and '64x64' (height) for the entire grid. The units are labeled 'PREDICTION UNIT /PARTITION' and 'DEEPER ENCODING UNIT'. The diagram shows a hierarchical structure where the maximum encoding unit is divided into four smaller units, which are further divided into even smaller units, illustrating a multi-scale encoding process.

FIG. 14

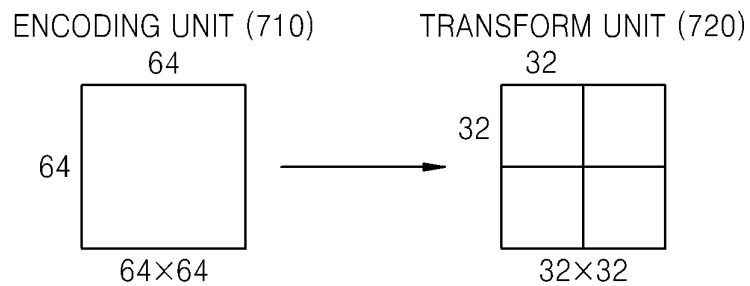


FIG. 15

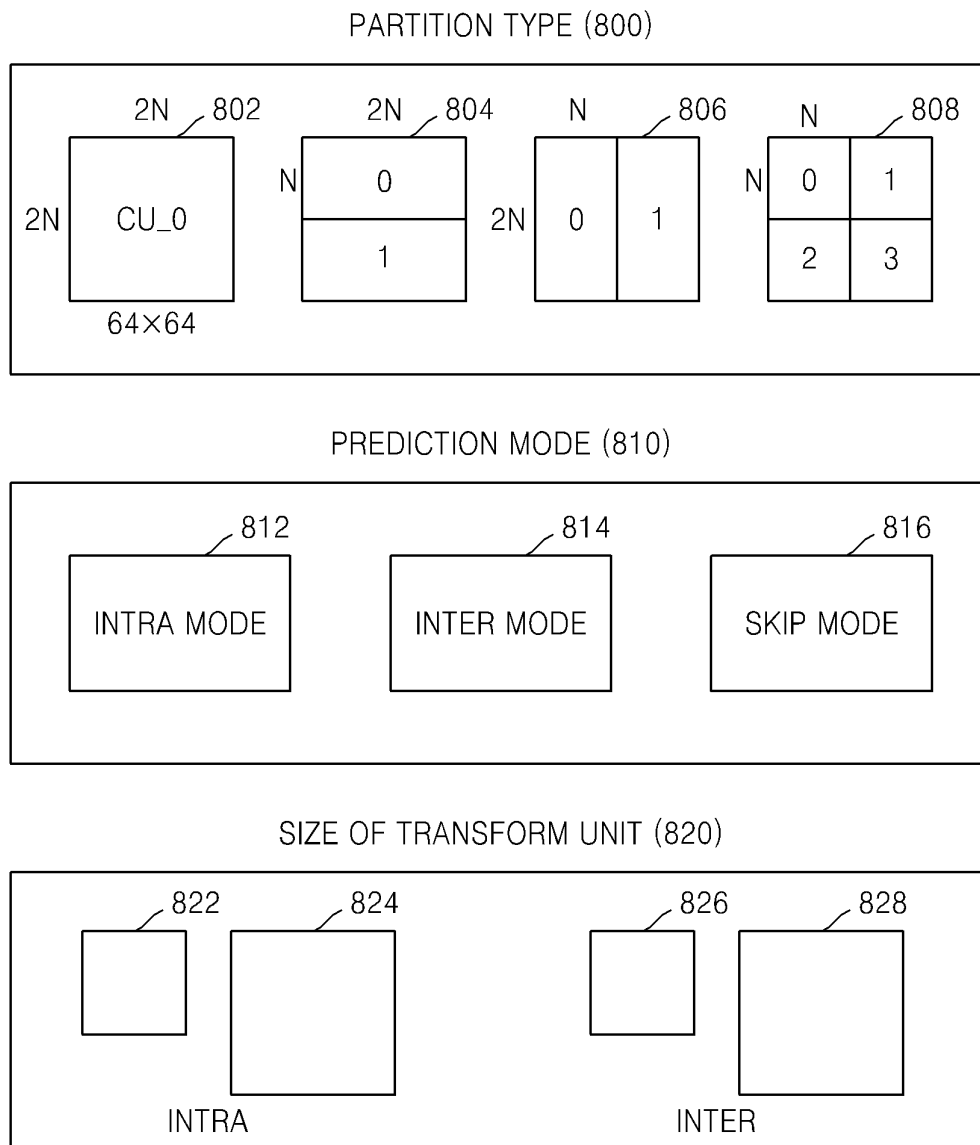
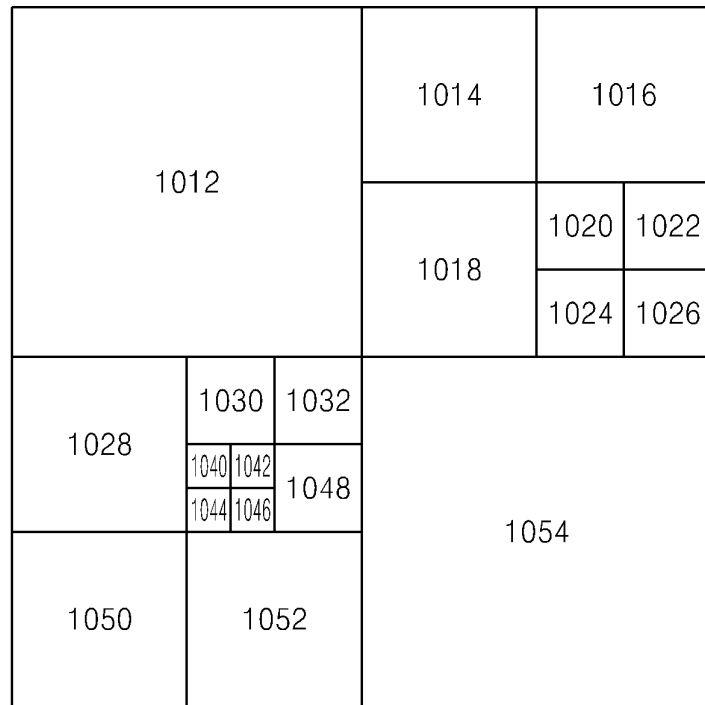




FIG. 17



ENCODING UNIT (1010)

FIG. 18

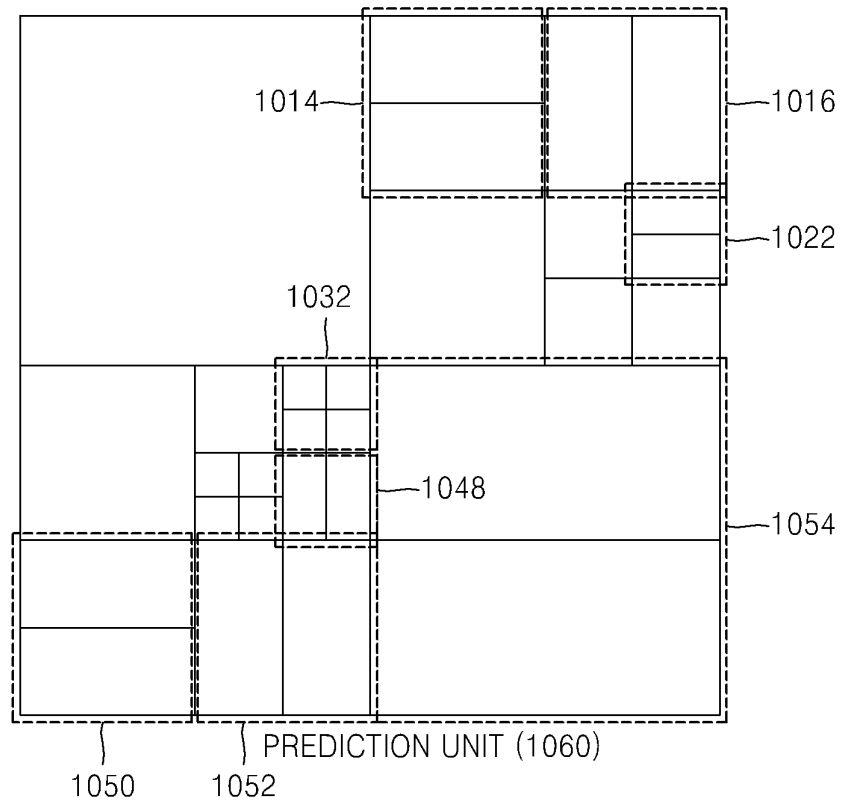


FIG. 19

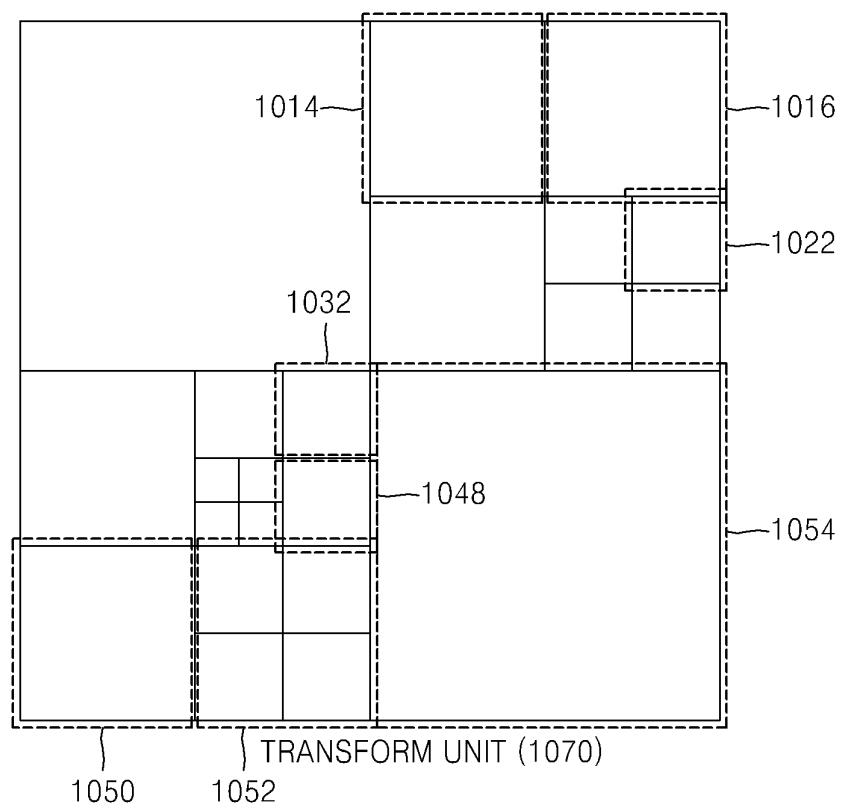


FIG. 20

