

Fig.1 (a)

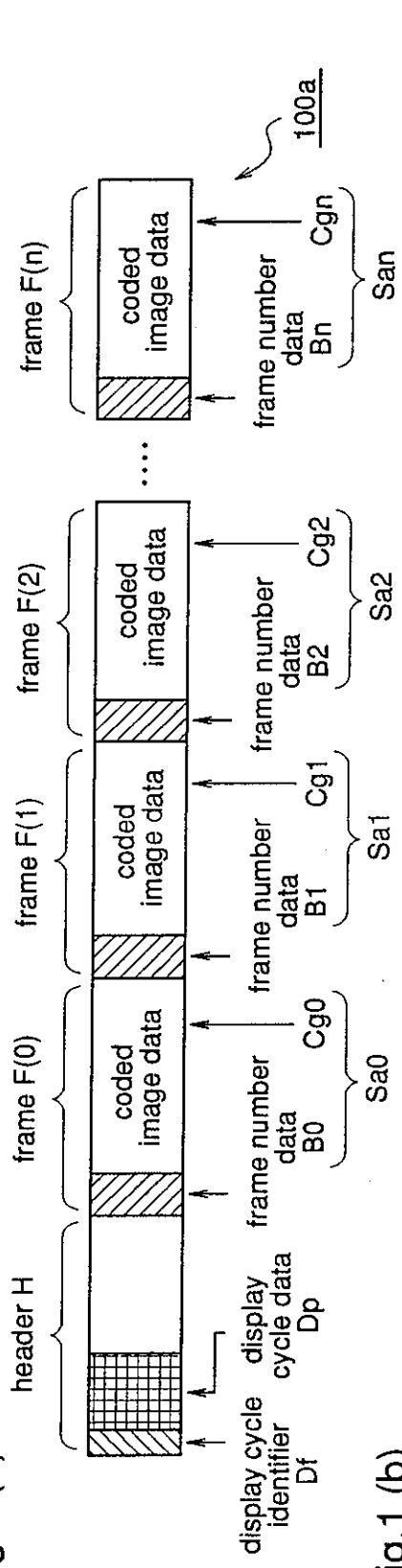
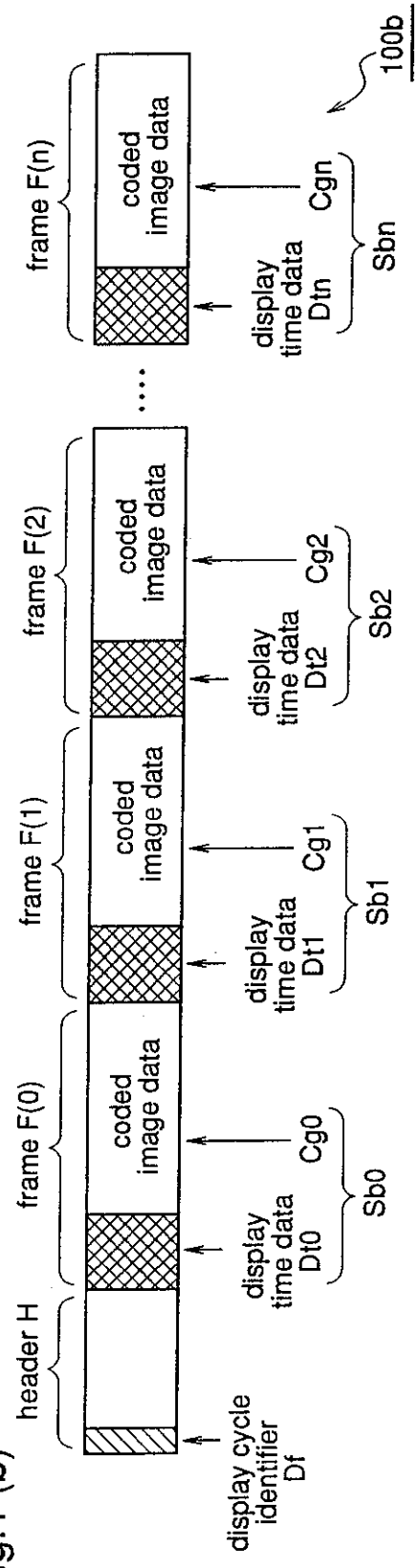


Fig.1 (b)



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Fig.2

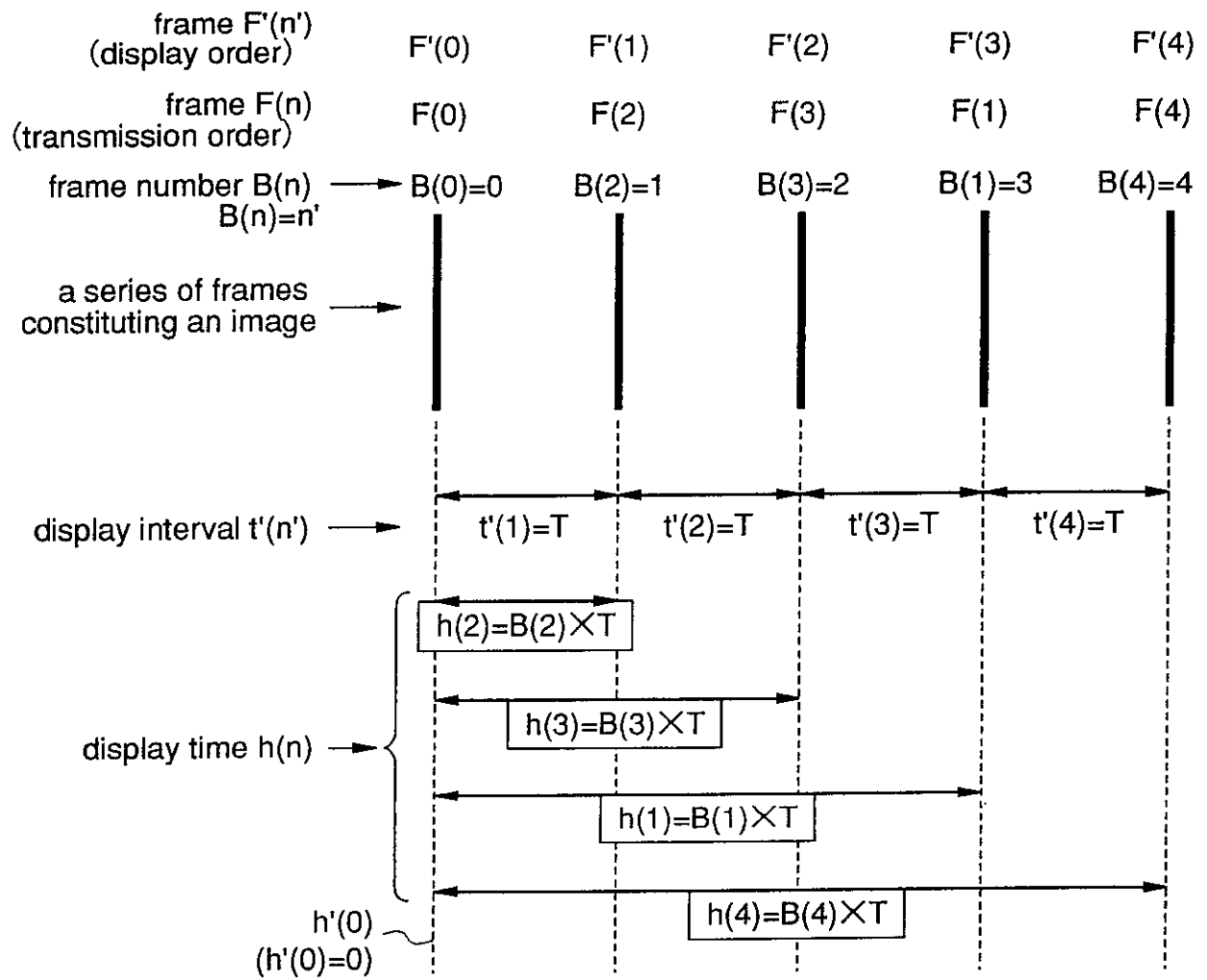


Fig.3

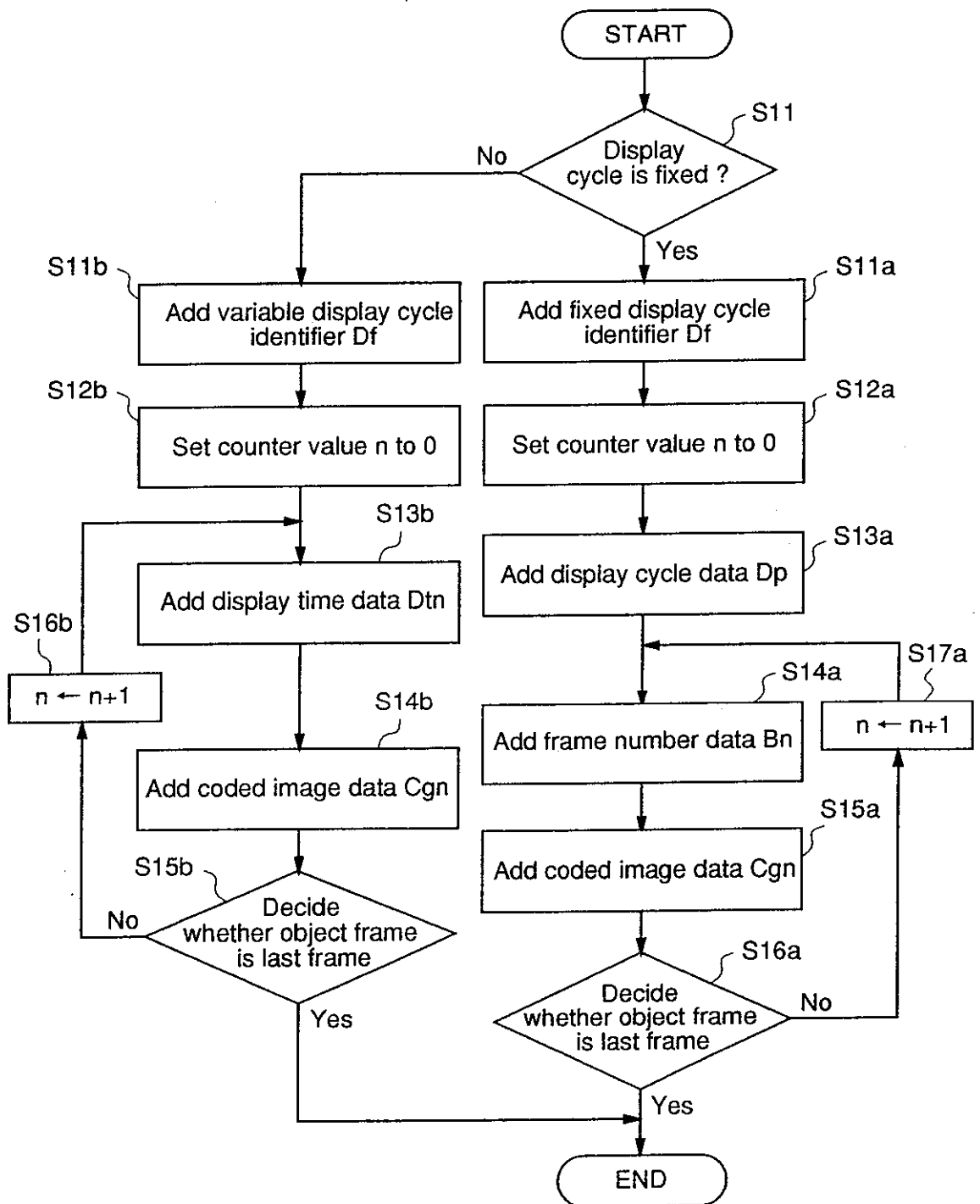


Fig.4 (a)

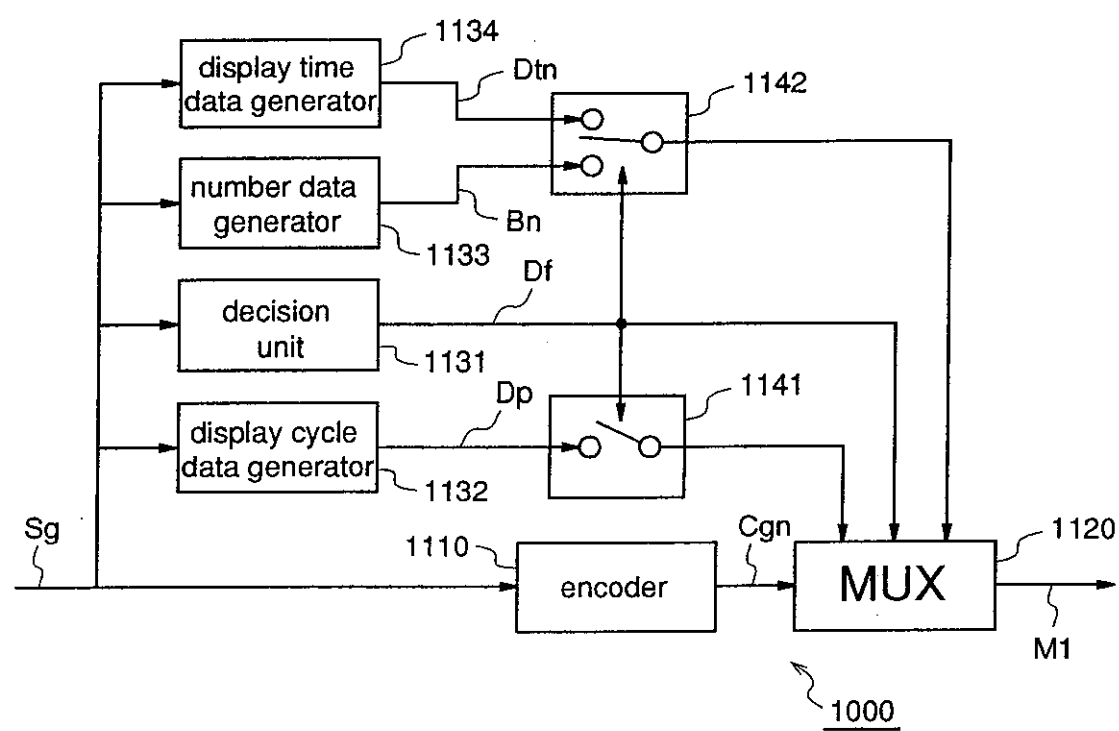


Fig.4 (b)

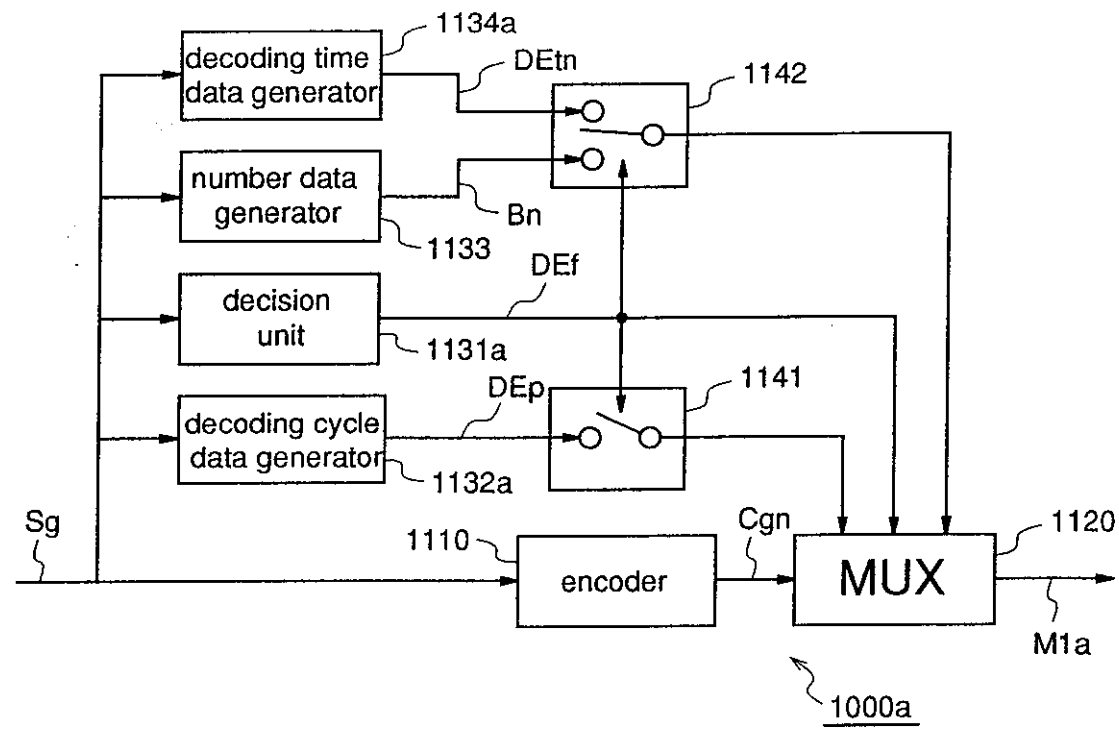
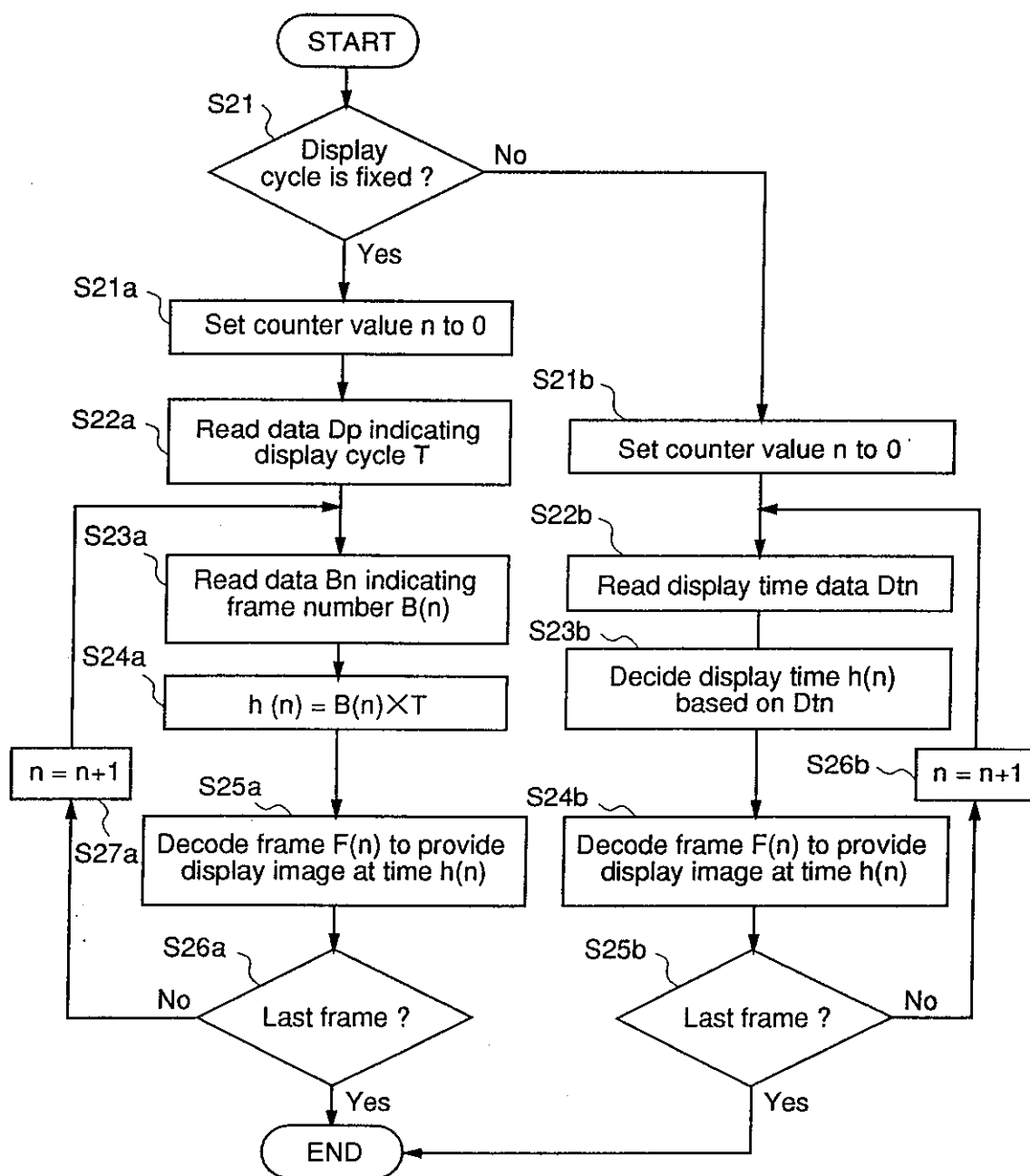


Fig.5



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Fig.6 (a)

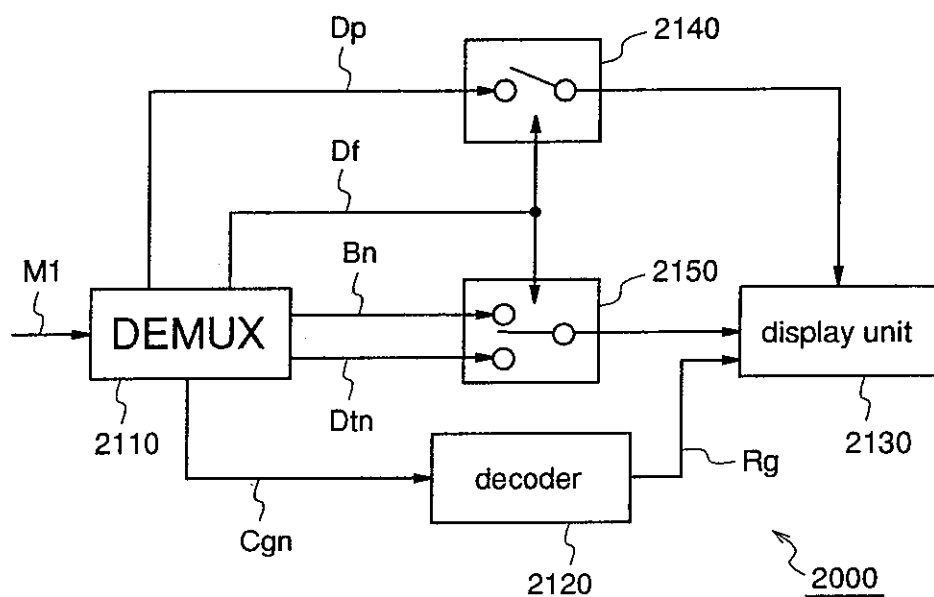
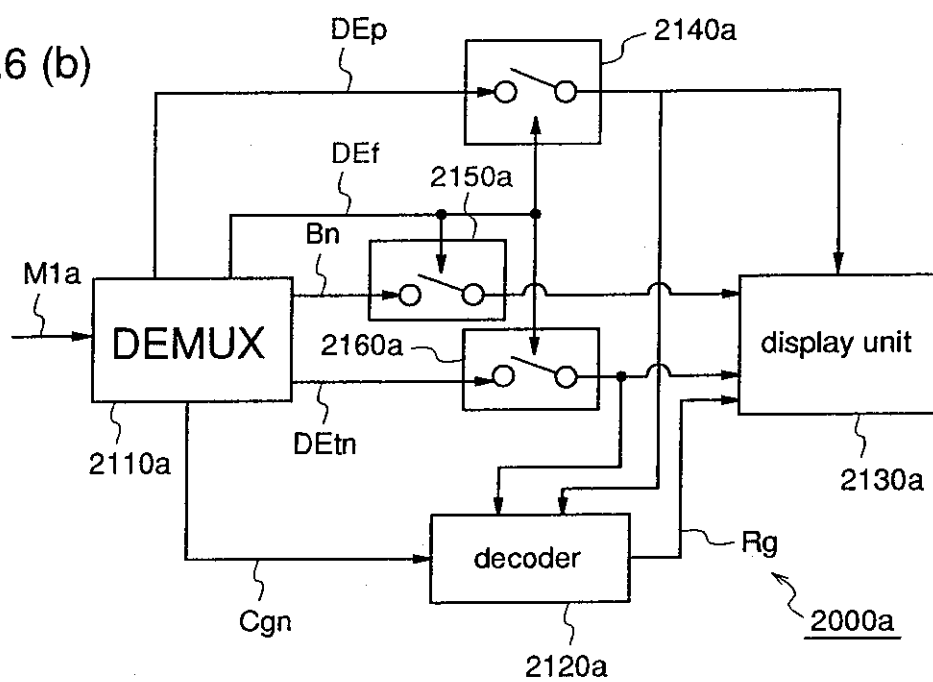
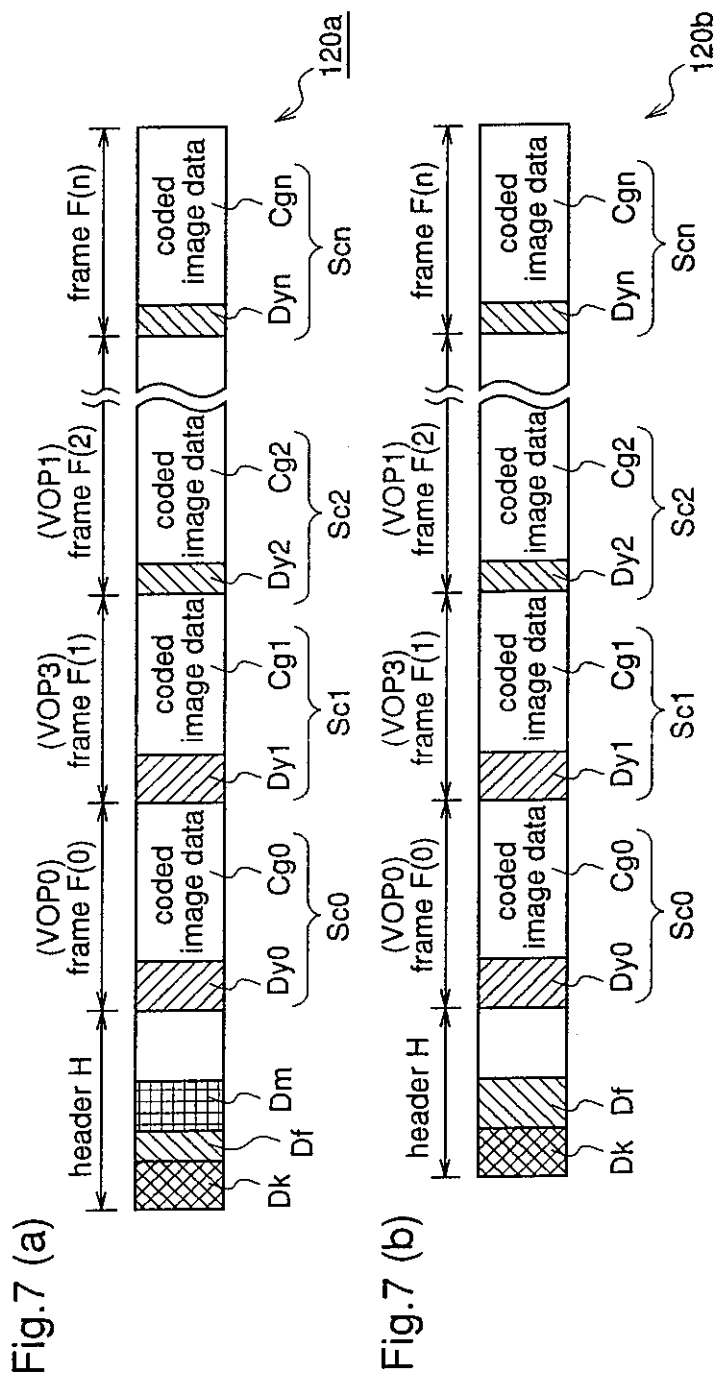


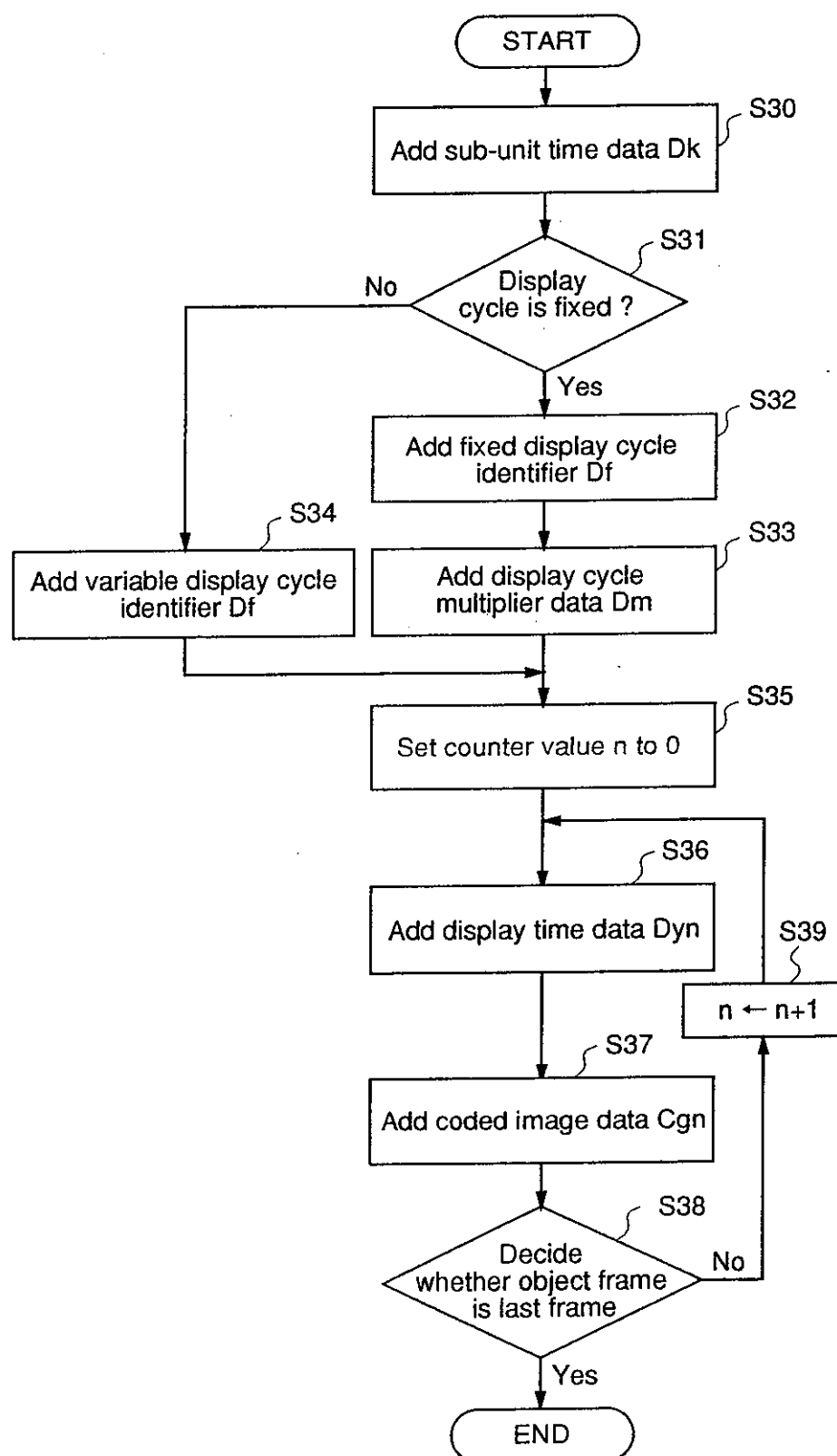
Fig.6 (b)





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Fig.8



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Fig.9 (a)

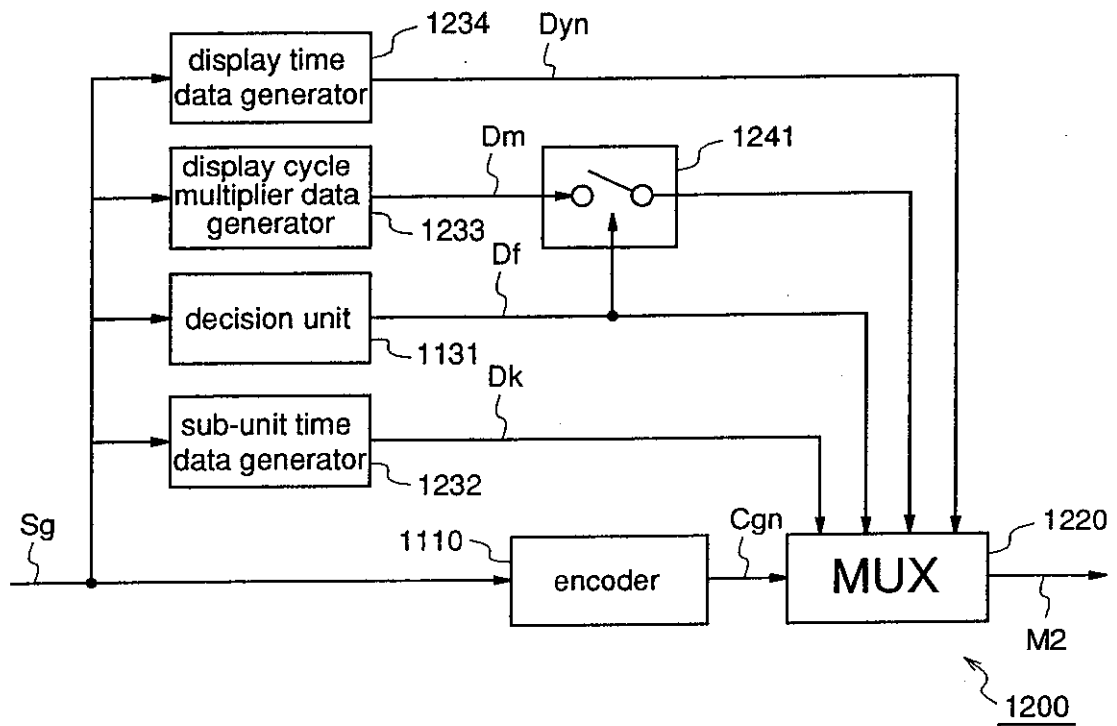
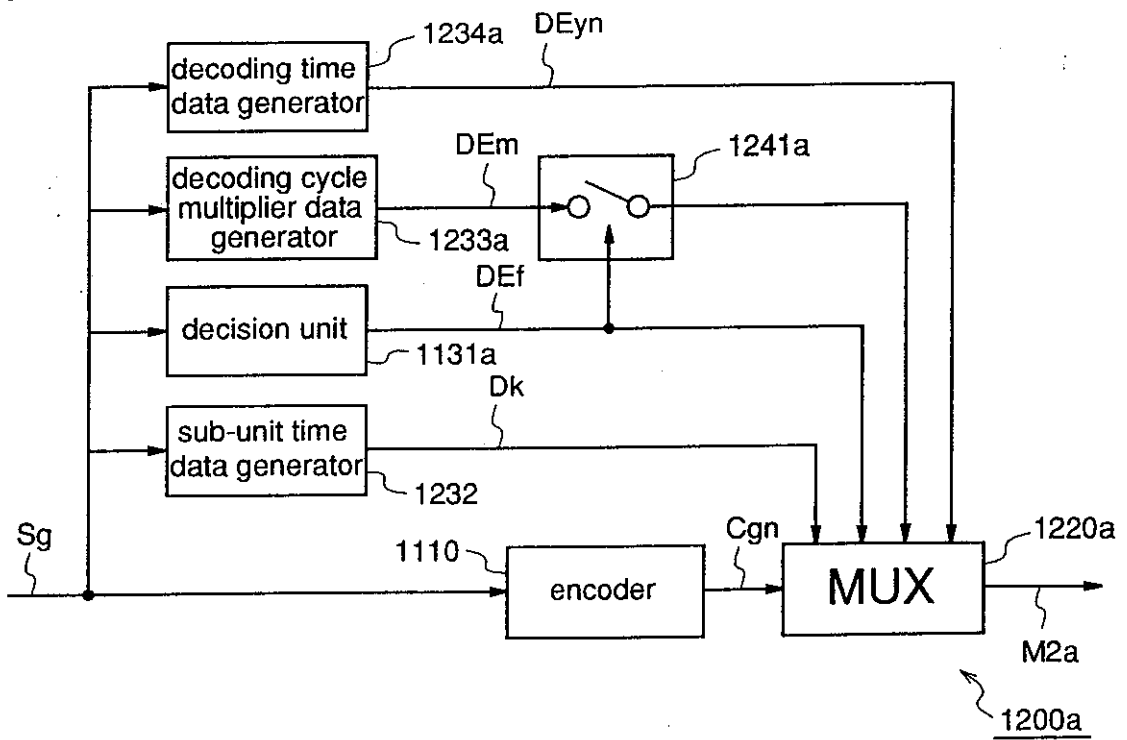
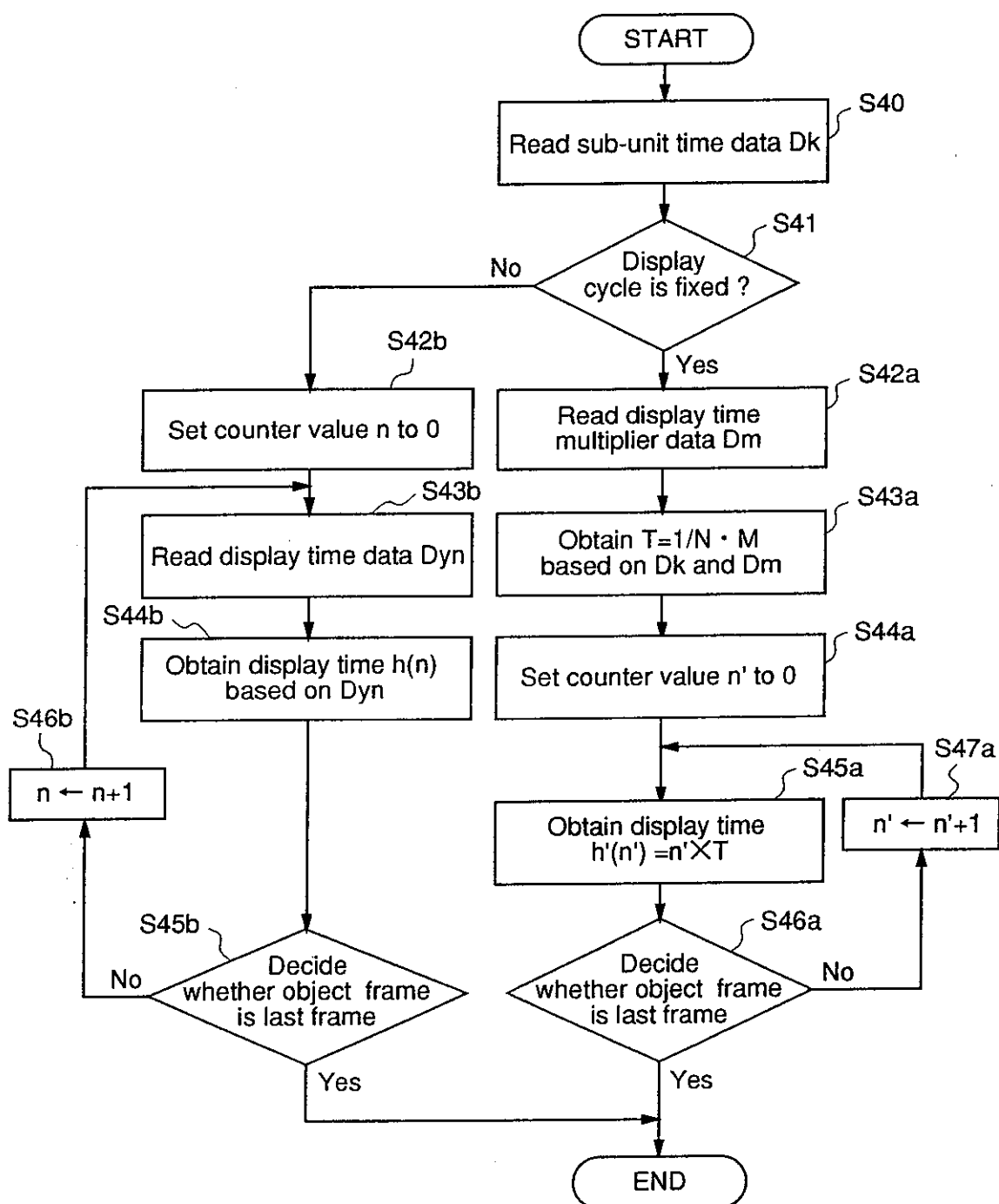


Fig.9 (b)



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Fig.10



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Fig.11 (a)

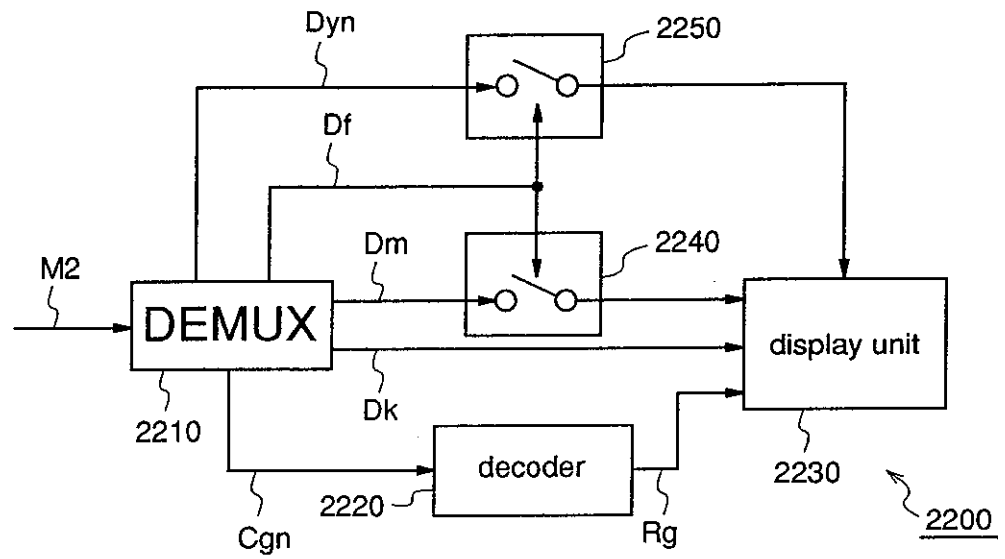
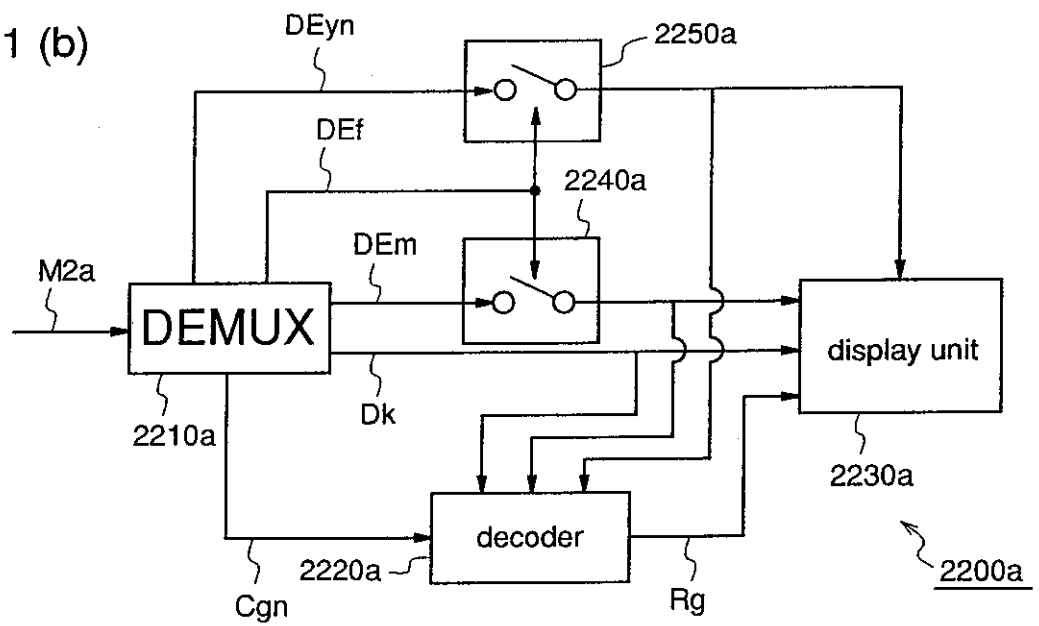


Fig.11 (b)



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Fig.12 (a)

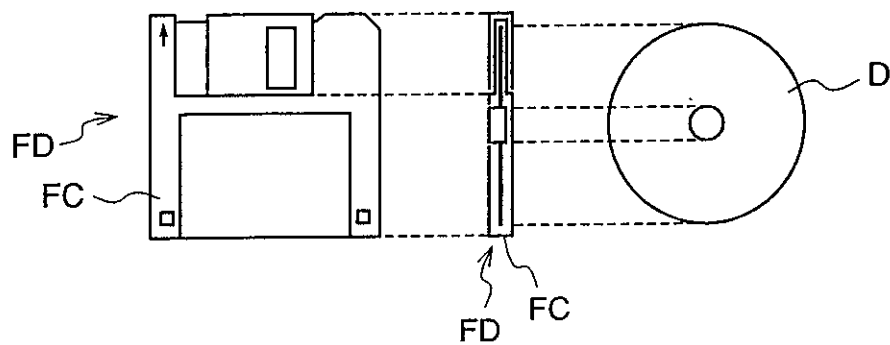


Fig.12 (b)

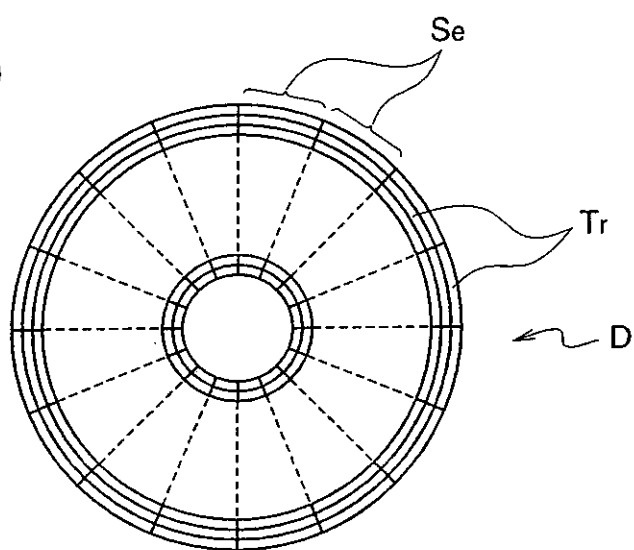


Fig.12 (c)

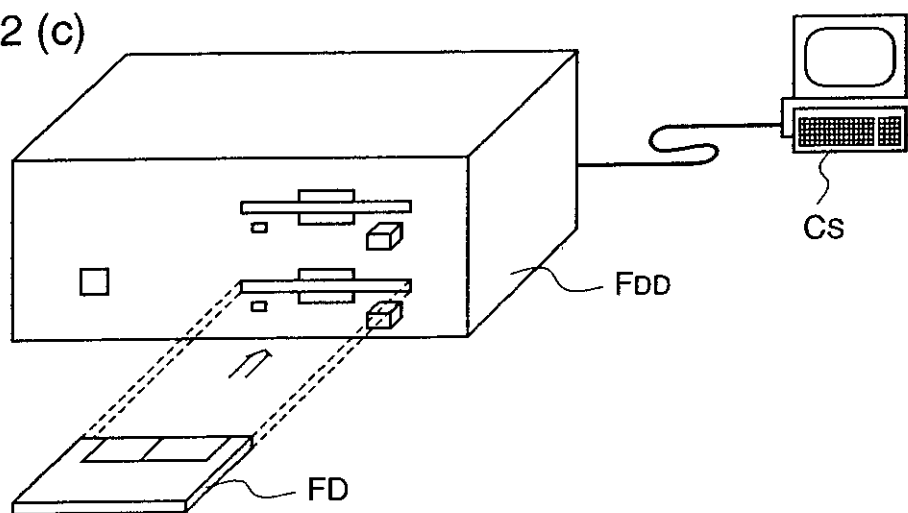


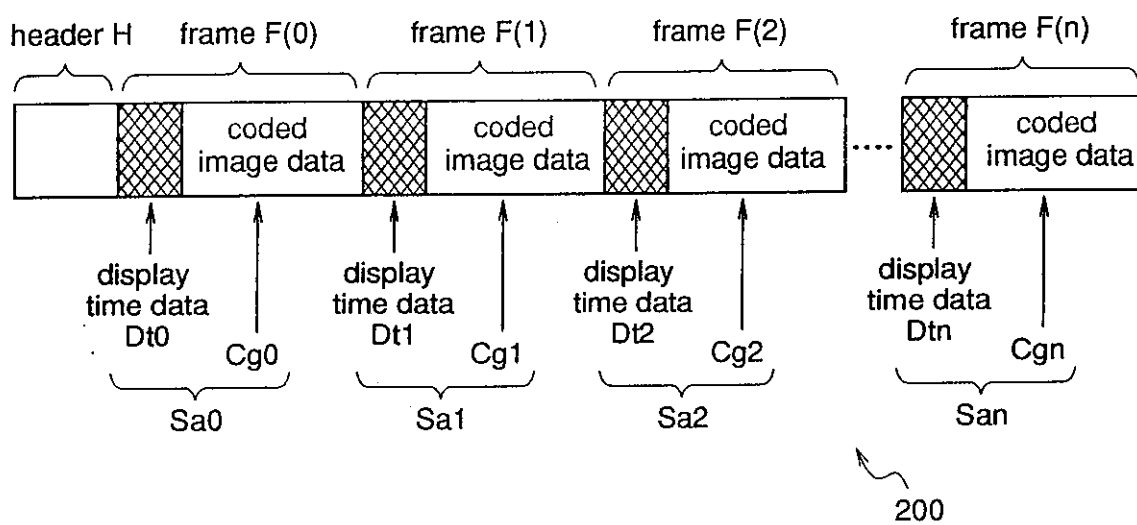
Fig.13

Prior Art

frame_rate_code	frame_rate_value
0000	forbidden
0001	$24\,000 \div 1001 (23,976...)$
0010	24
0011	25
0100	$30\,000 \div 1001 (29,97...)$
0101	30
0110	50
0111	$60\,000 \div 1001 (59,94...)$
1000	60
...	reserved
1111	reserved

Fig.14

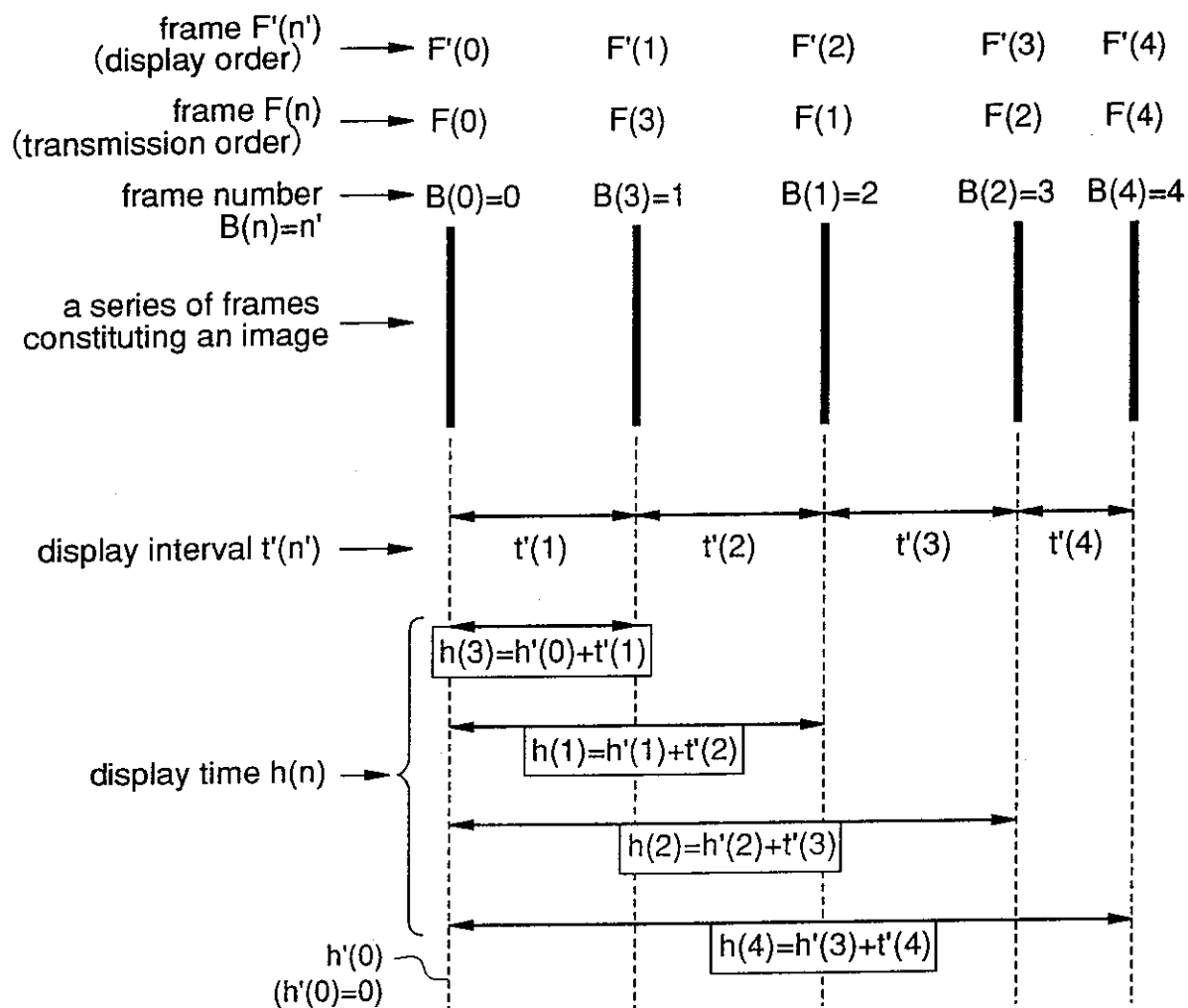
Prior Art



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Prior Art

Fig.16



The diagram shows a horizontal timeline with tick marks. Four trapezoidal pulses are shown, labeled VOP0 (I-VOP), VOP1 (B-VOP), VOP2 (B-VOP), and VOP3 (P-VOP). A bracket above the first two pulses is labeled $= M \times \frac{1}{N}$. A bracket below the timeline indicates the total duration as 1 modulo time (=1sec). A small bracket below the timeline indicates the duration of one tick as $1/N$ (=1 time tick = $1/(\text{VOP time increment resolution})$).

Diagram illustrating a video stream structure 200a. The stream consists of a header H followed by a sequence of frames: (VOP0) frame F(0), (VOP1) frame F(1), (VOP2) frame F(2), and frame F(n). Each frame is divided into a data block (Dk, Dy0, Dy1, Dy2, Dyn) and a control block (Cg0, Cg1, Cg2, Cgn). The data blocks are grouped into sub-blocks (Sb0, Sb1, Sb2, Sbn).