## Claims

1. A method of decoding a video, the method comprising:

obtaining, from a bitstream, a skip flag for a coding unit which indicates whether a encoding mode of the coding unit is a skip mode;

when the skip flag indicates a skip mode of the coding unit, obtaining, from the bitstream, a merge index indicating one block among a candidate block group; and

when the skip flag indicates a non-skip mode of the coding unit, obtaining, information about a partition type and merge information for a partition among the at least one partition,

wherein the candidate block group includes at least one candidate block among neighboring blocks of the coding unit,

the neighboring blocks include a lower-left block which is diagonally adjacent to a lower-left corner of the coding unit,

when the information about a partition type is obtained from the bitstream, at least one partition including the partition is determined from the coding unit based on the information about partition type, and

the merge information of the partition indicates whether the partition among at least one partition is in a merge mode.

2. The method of claim 1, wherein the merge index indicates one among a left block, a upper block, a upper-left block, a upper-right block and the diagonally lower-left block which are adjacent to the borders of the coding unit.

3. The method of claim 1 further comprises performing motion compensation on the coding unit using motion information of a block indicated by the merge index.

4. The method of claim 1 further comprises performing motion compensation on the partition using motion information of a block among blocks adjacent to the partition when the partition is in the merge mode.

## Claims

1. A method of decoding a video, the method comprising:

obtaining, from a bitstream, a skip flag for a coding unit which indicates whether a encoding mode of the coding unit is a skip mode;

when the skip flag indicates a skip mode of the coding unit, obtaining, from the bitstream, a merge index indicating one block among a candidate block group of the skip mode;

when the skip flag indicates a non-skip mode of the coding unit, obtaining, information about a partition type and merge information for a partition among the at least one partition;

when the merge information for a partition indicates a merge mode for a current partition, obtaining, from the bitstream, a merge index of the current partition which indicates a block among a candidate block group of the merge mode; and

determining motion information of the current partition using motion information of the block indicated by the merge index of the current partition,

wherein the candidate block group of the merge mode includes at least one candidate block among neighboring blocks of the current partition, and

when the information about a partition type is obtained from the bitstream, at least one partition including the current partition is determined from the coding unit based on the information about partition type.

2. The method of claim 1 further comprises performing motion compensation on the coding unit using motion information of a block indicated by the merge index,

wherein the merge index of the coding unit indicates one among a left block, a upper block, a upper-left block and a upper-right block which are adjacent to the borders of the coding unit.

3. The method of claim 1, wherein the candidate block group of the merge mode includes blocks of predetermined locations among neighboring blocks of the coding unit, and the neighboring blocks include a lower-left block which is diagonally adjacent to a lower-left corner of the coding unit.

4. The method of claim 1 further comprises:

when the merge information of the partition indicates the merge mode, performing motion compensation on the current partition using motion information of a block among blocks adjacent to the current partition; and

when the merge information of the partition does not indicate the merge mode, obtaining motion information of the current partition from the bitstream and performing motion compensation on the current partition using the obtained motion information of the current partition.