

FIG. 1

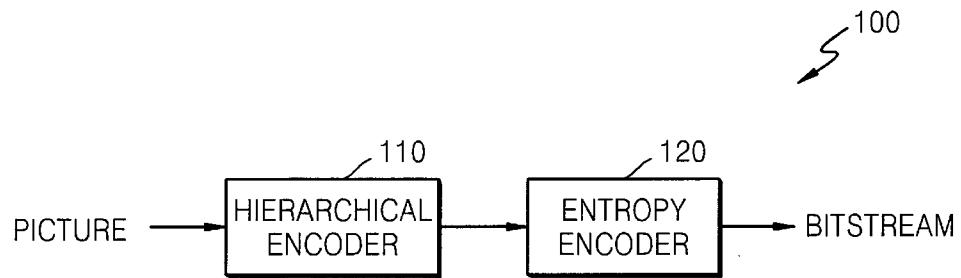


FIG. 2

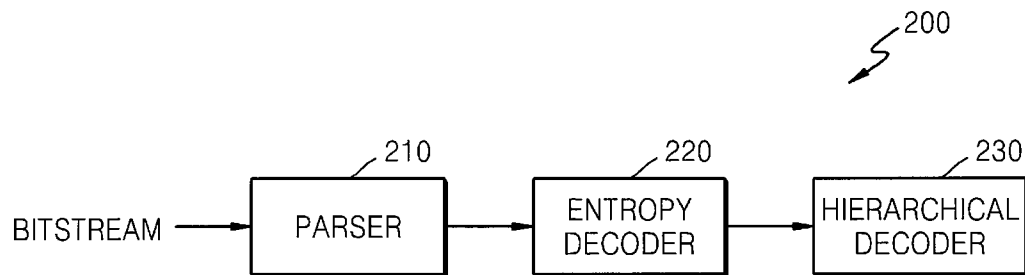


FIG. 3

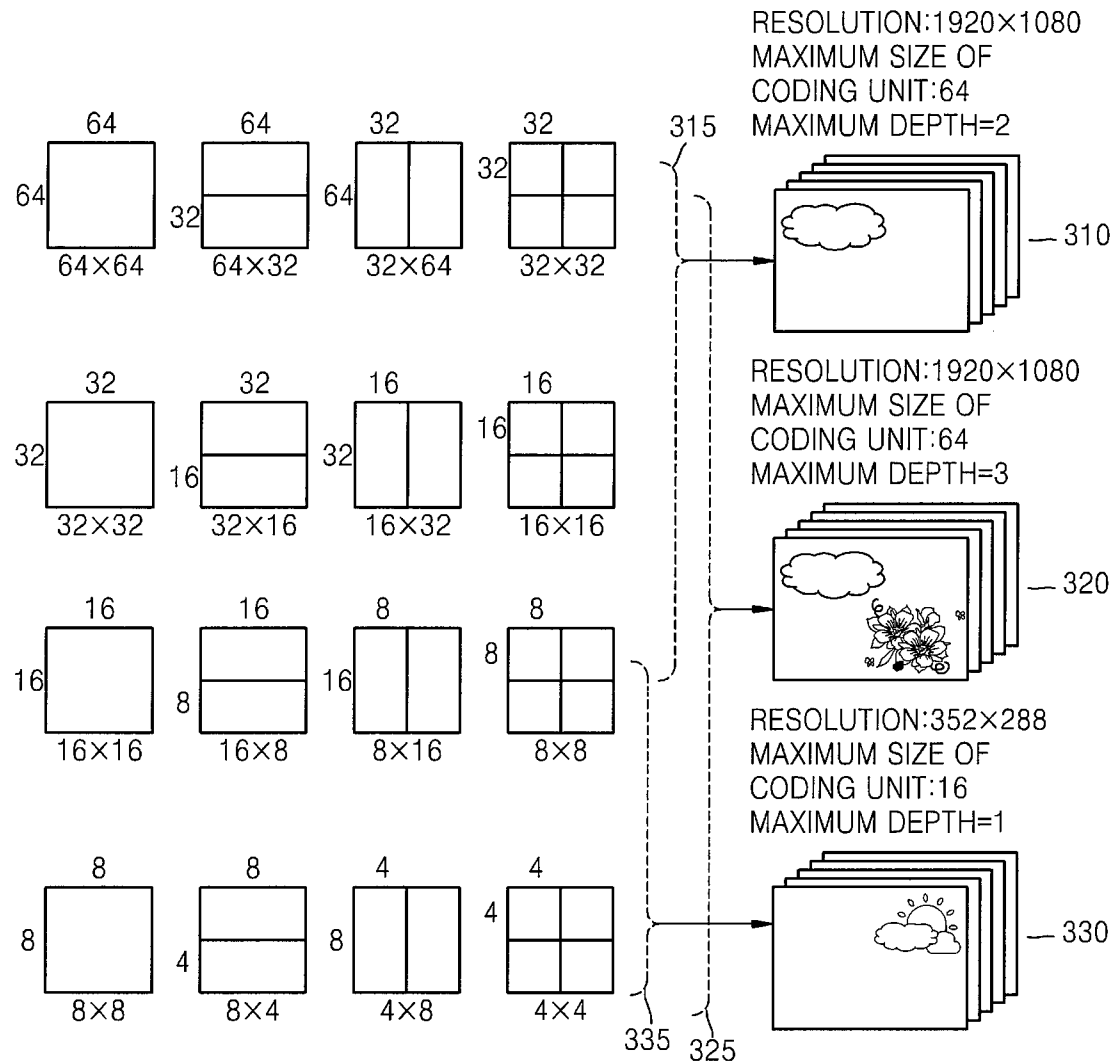


FIG. 4

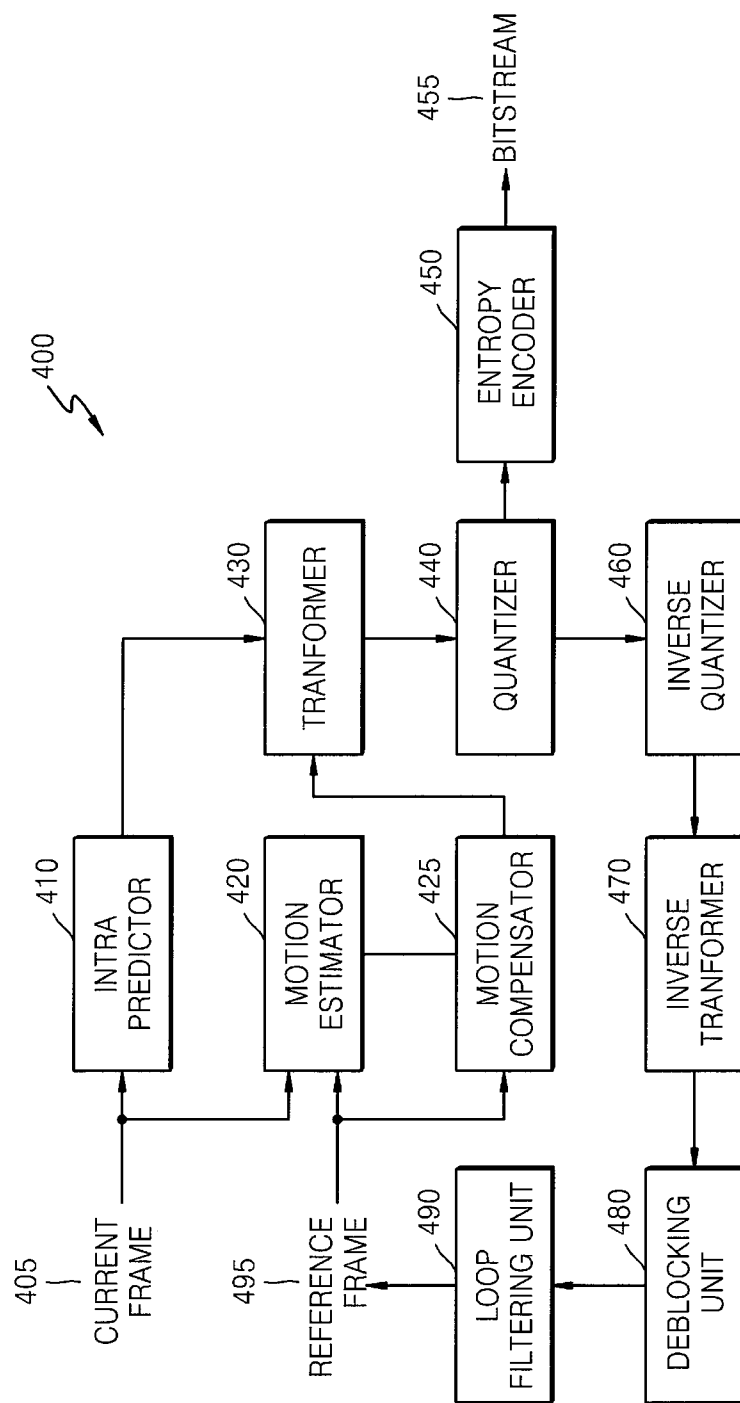


FIG. 5

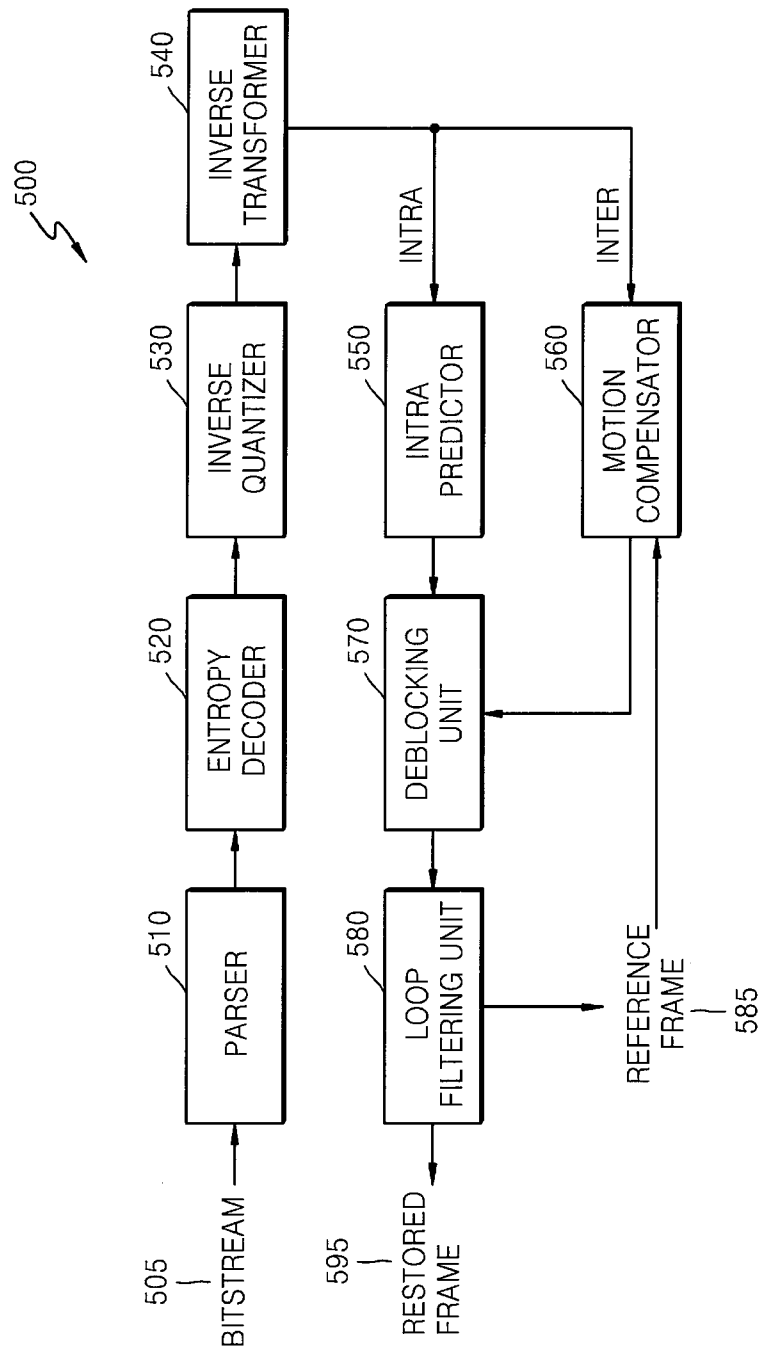


FIG. 6

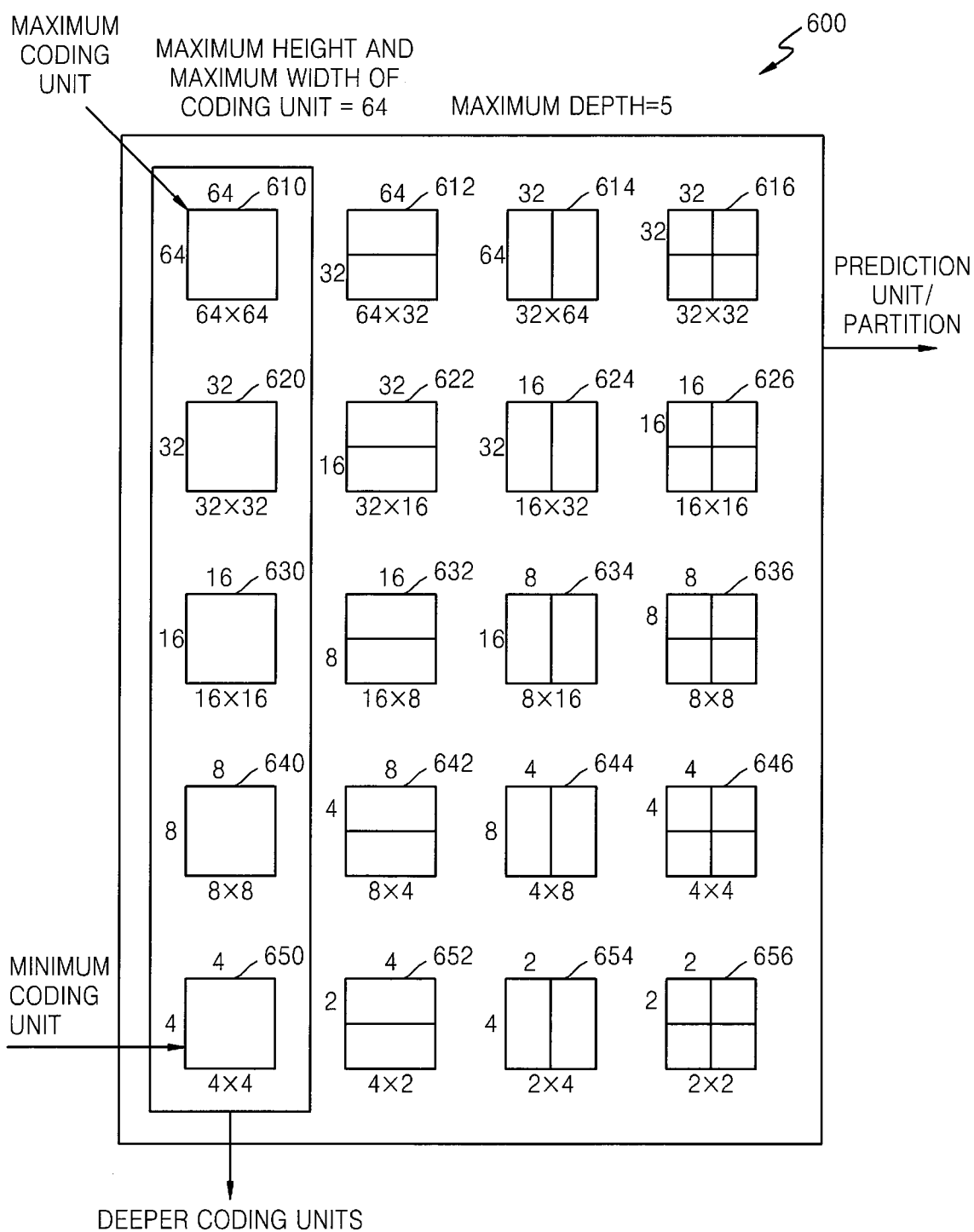


FIG. 7

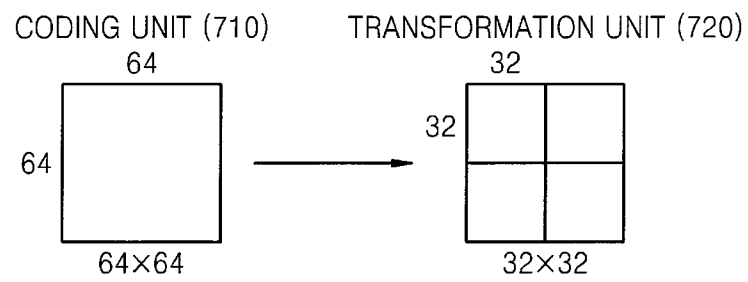


FIG. 8

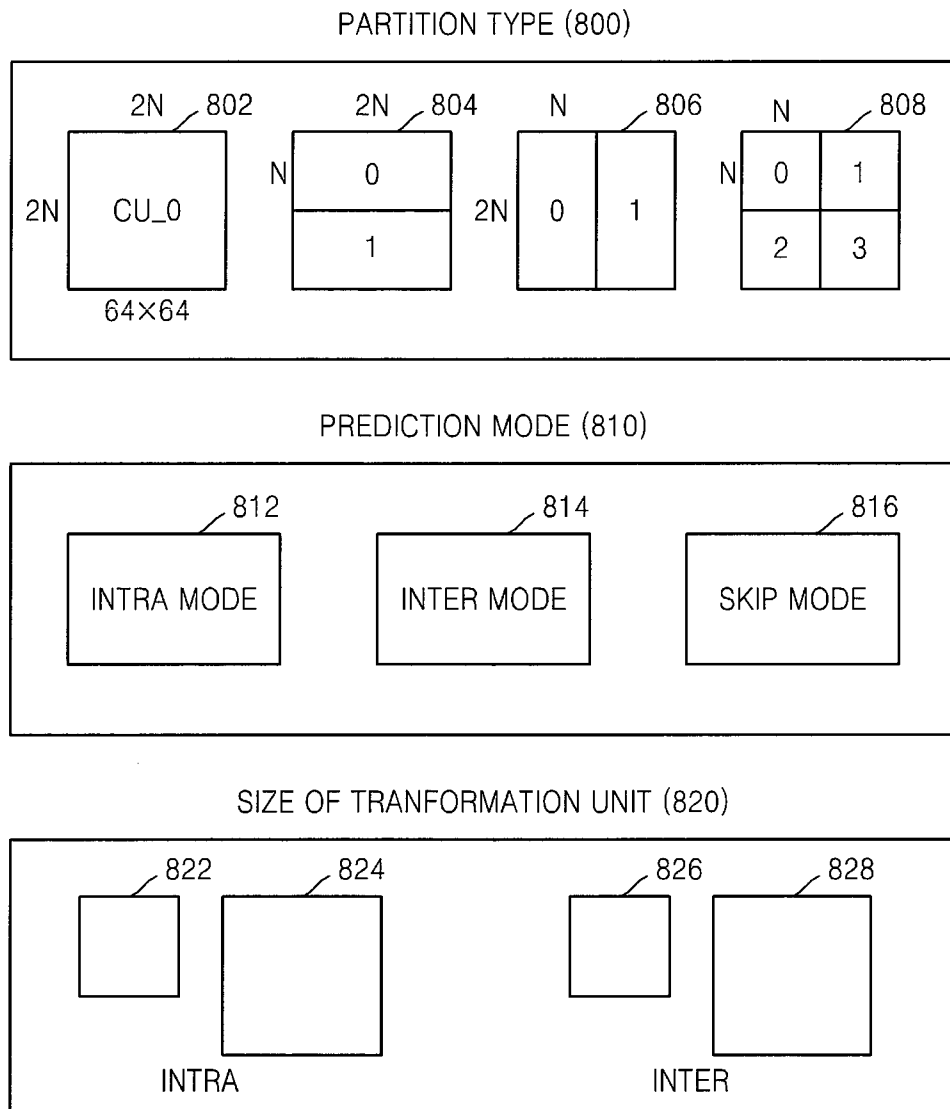


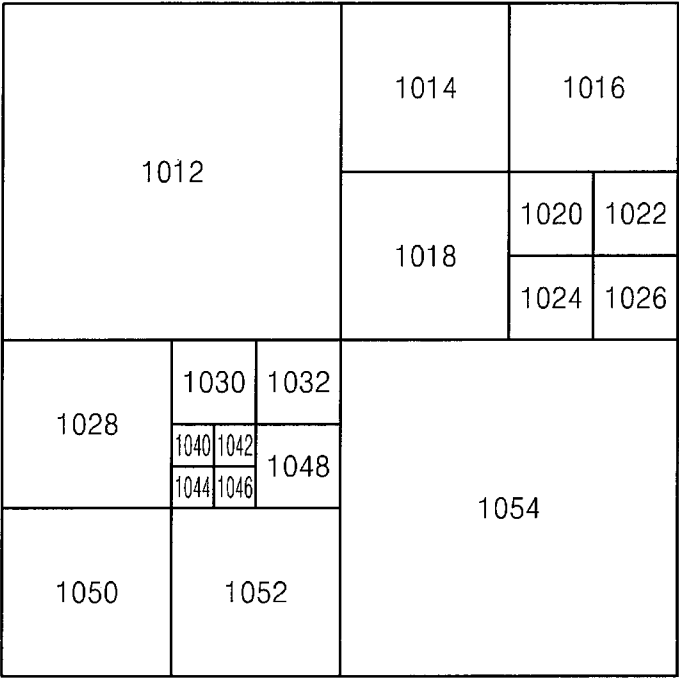
Figure 1 illustrates a hierarchical tree structure for a video coding system, showing the relationship between Coding Units (CU) and Normalized Units (N) across different depths.

The diagram is organized into three main sections, each representing a different depth level:

- DEPTH=0:** A CU₀ (900) is split into four N₀ blocks (912, 914, 916, 918). The N₀ blocks are further split into four sub-blocks (930).
- DEPTH=1:** A CU₁ (930) is split into four N₁ blocks (942, 944, 946, 948). The N₁ blocks are further split into four sub-blocks (960).
- DEPTH=d-1:** A CU_(d-1) (980) is split into four N_(d-1) blocks (992, 994, 996, 998). The N_(d-1) blocks are further split into four sub-blocks (999).

The diagram shows that the CU is split into four N blocks, and each N block is further split into four sub-blocks. The final output is a 2N_d block (999).

FIG. 10



CODING UNIT (1010)

FIG. 11

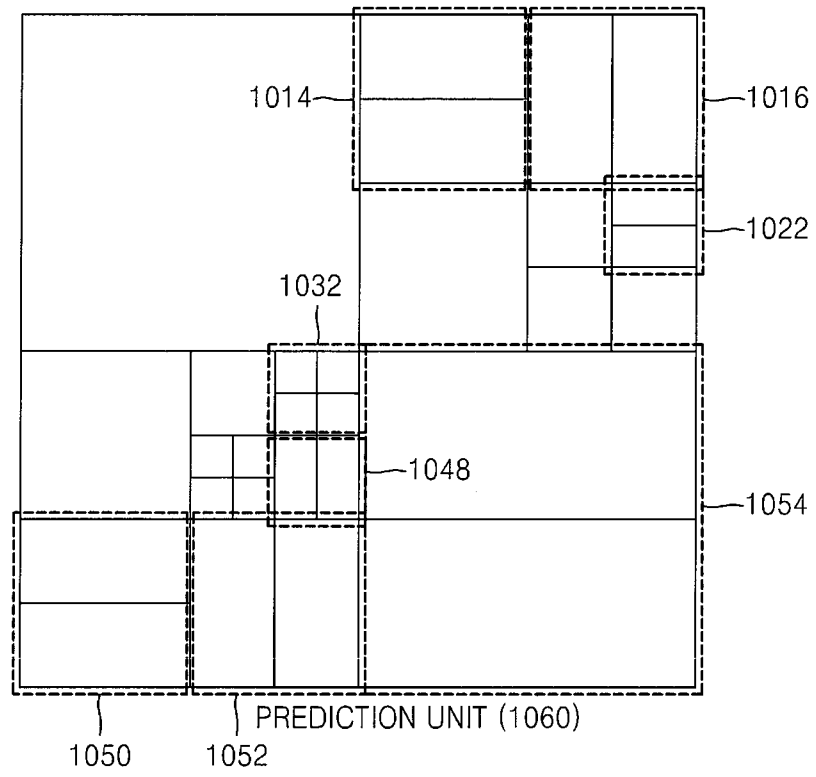


FIG. 12

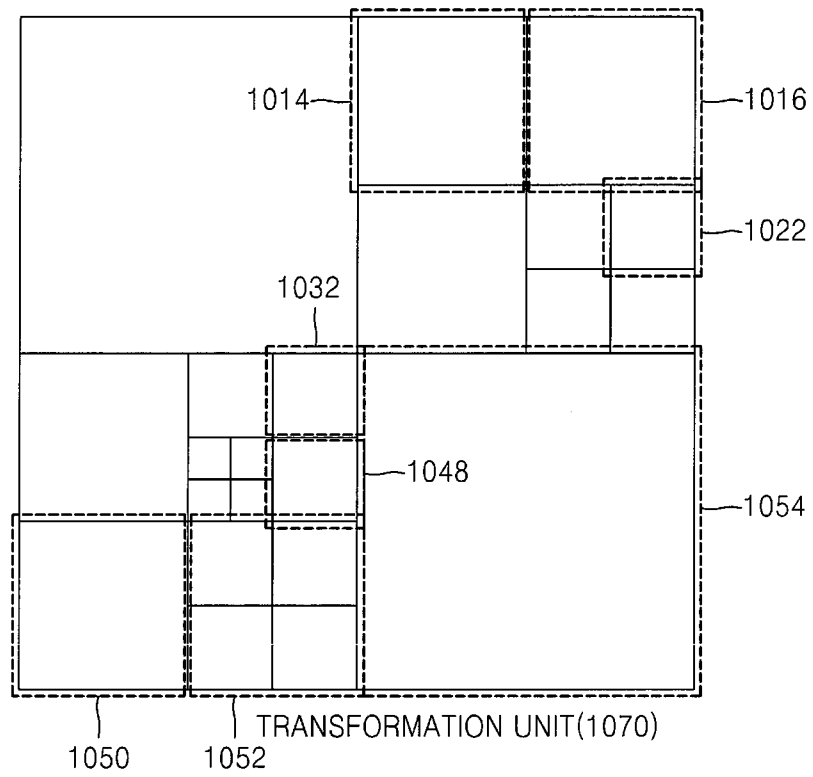


FIG. 13

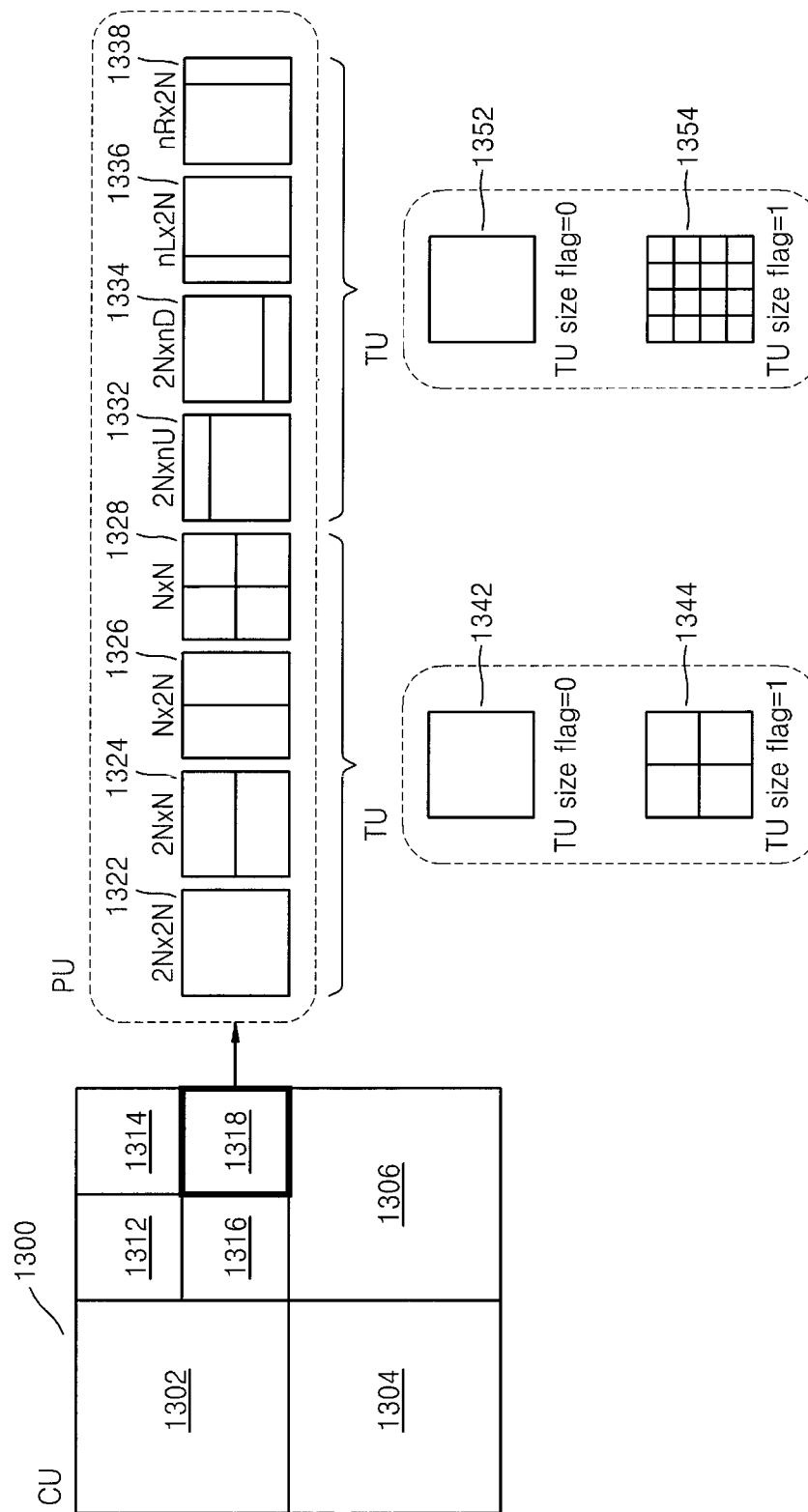


FIG. 14

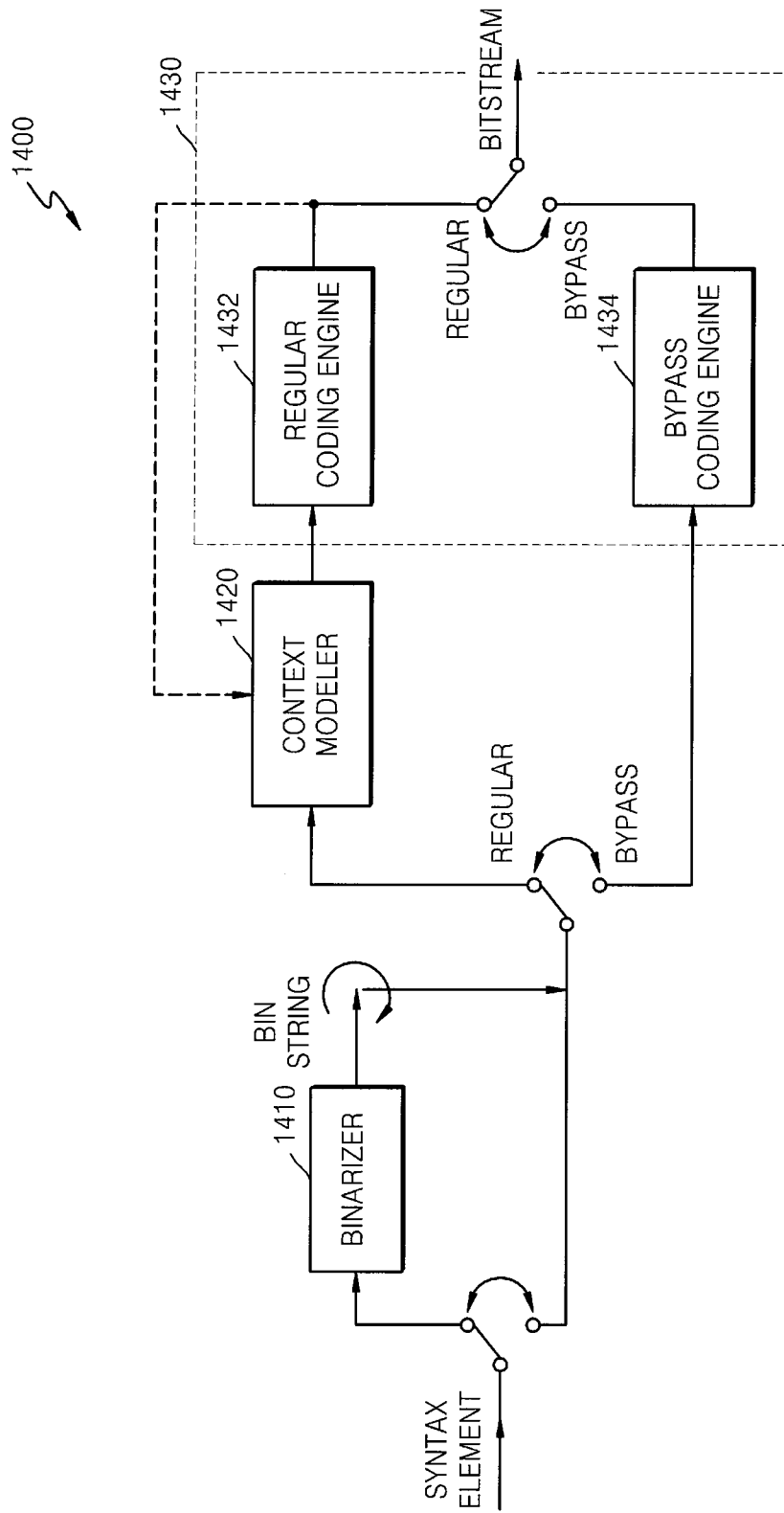


FIG. 15

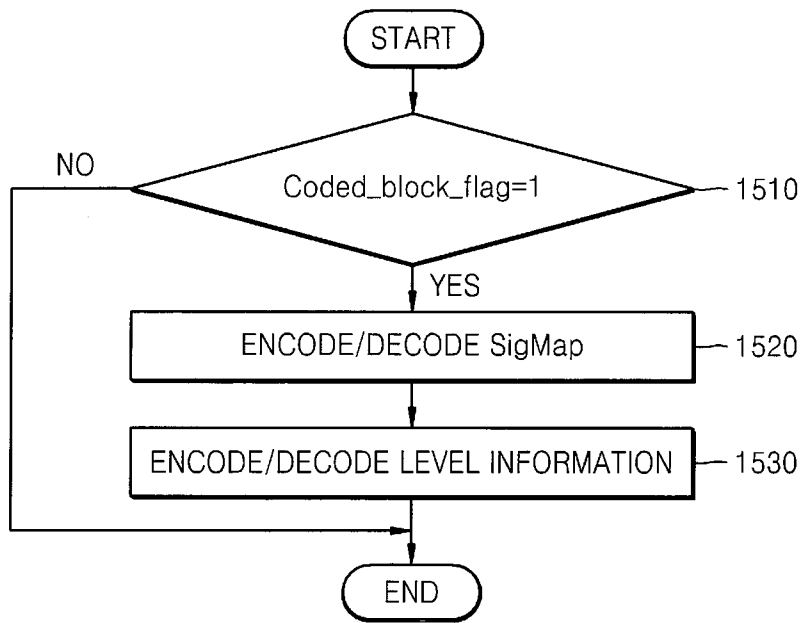


FIG. 16

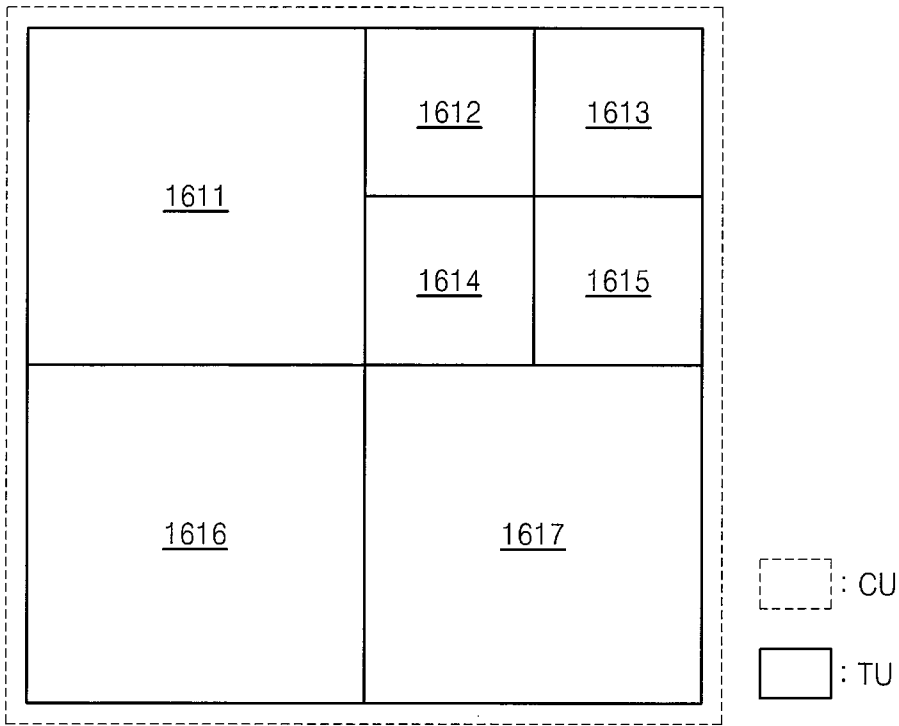


FIG. 17

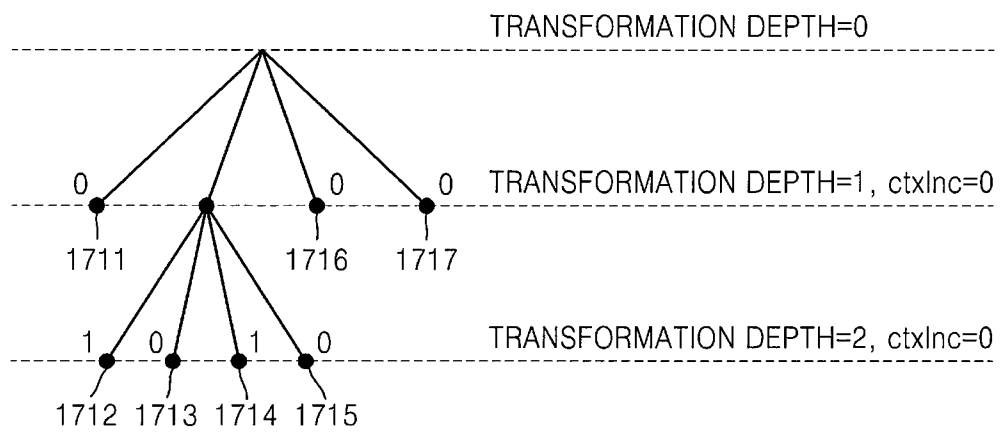


FIG. 18

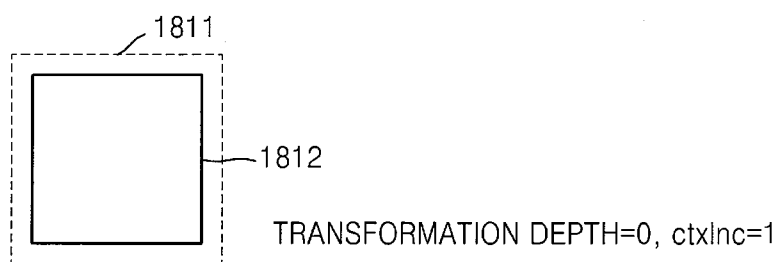


FIG. 19

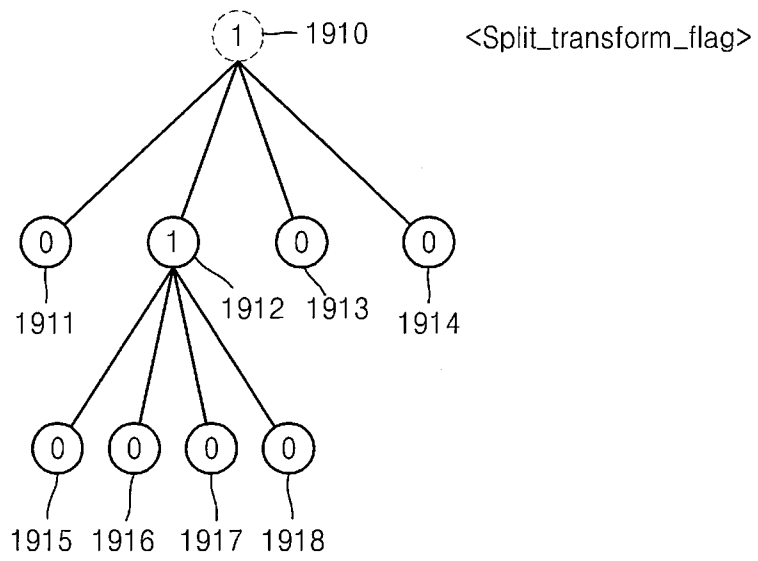


FIG. 20

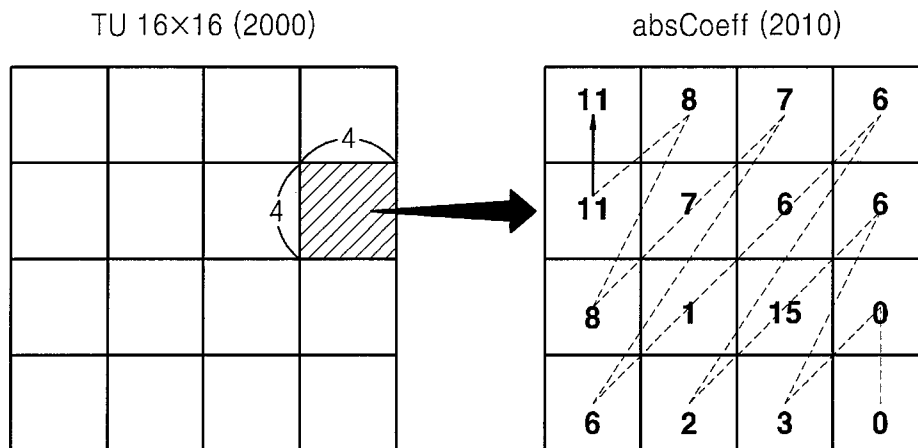


FIG. 21

SigMap (2100)

1	1	1	1
1	1	1	1
1	1	1	0
1	1	1	0

FIG. 22

coeff_abs_level_greater1_flag (2200)

1	1	1	1
1	1	1	1
1	0	1	
1	1	1	

2210

FIG. 23

coeff_abs_level_greater2_flag (2300)

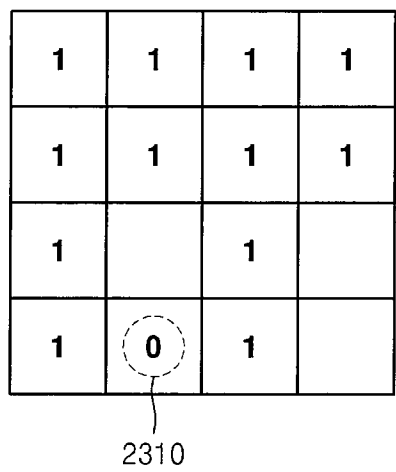


FIG. 24

coeff_abs_level_remaining_flag (2400)

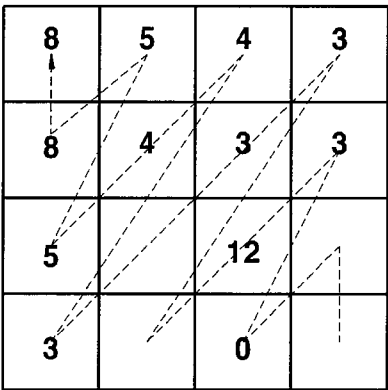


FIG. 25

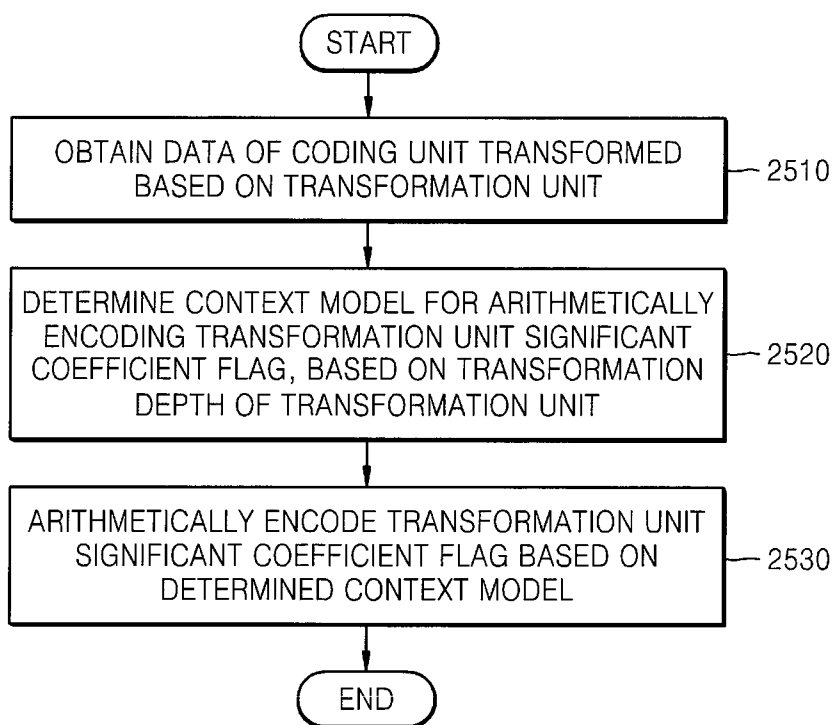


FIG. 26

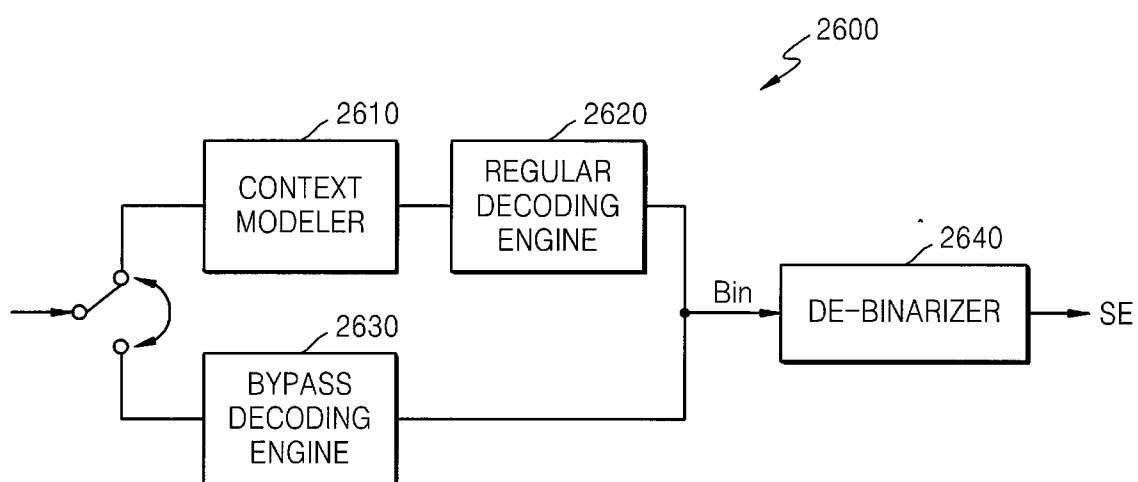


FIG. 27

