

FIG. 1

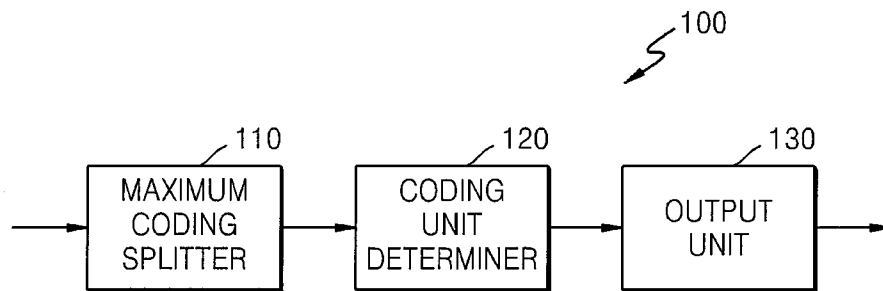


FIG. 2

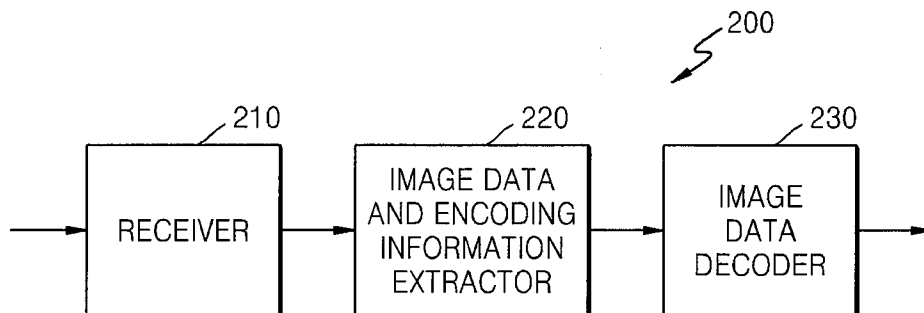


FIG. 3

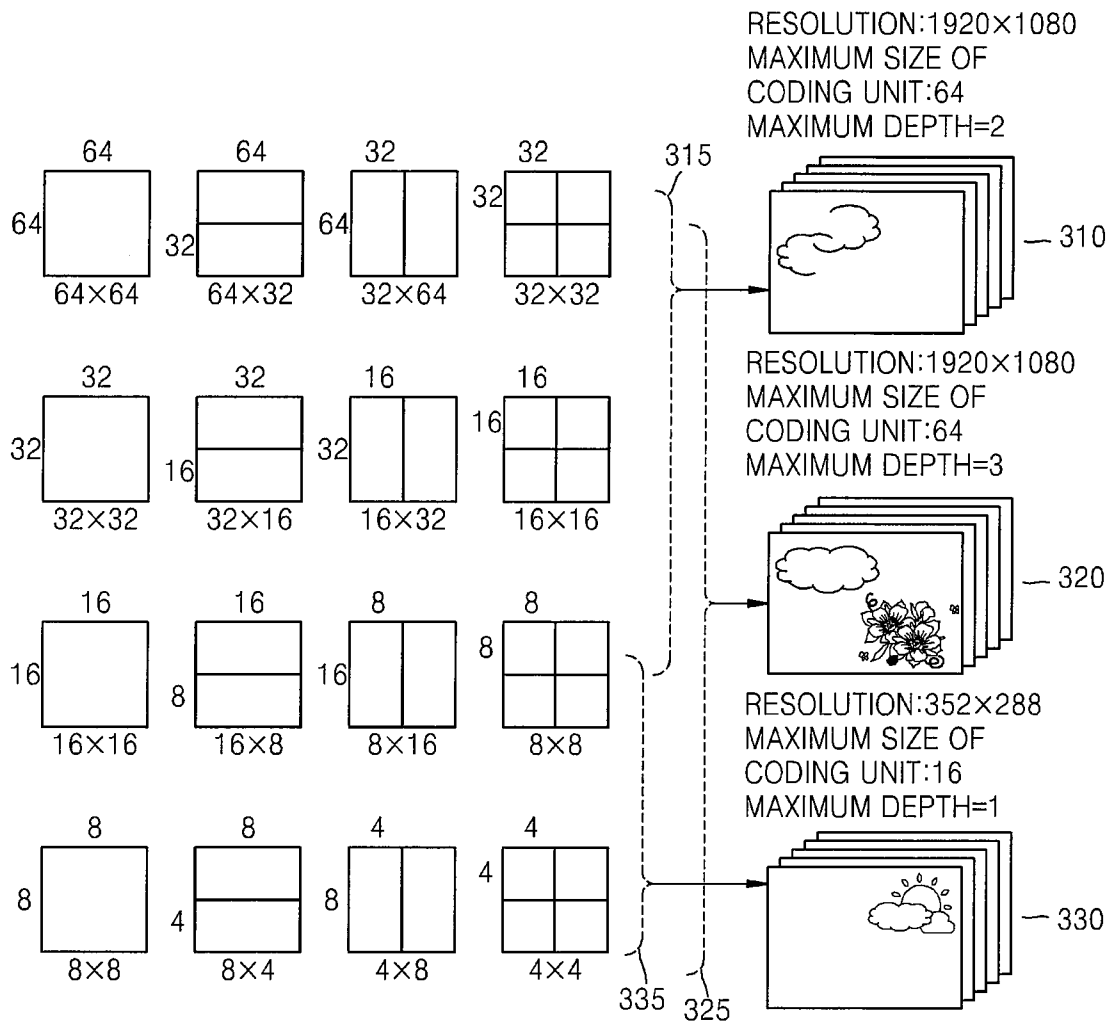


FIG. 4

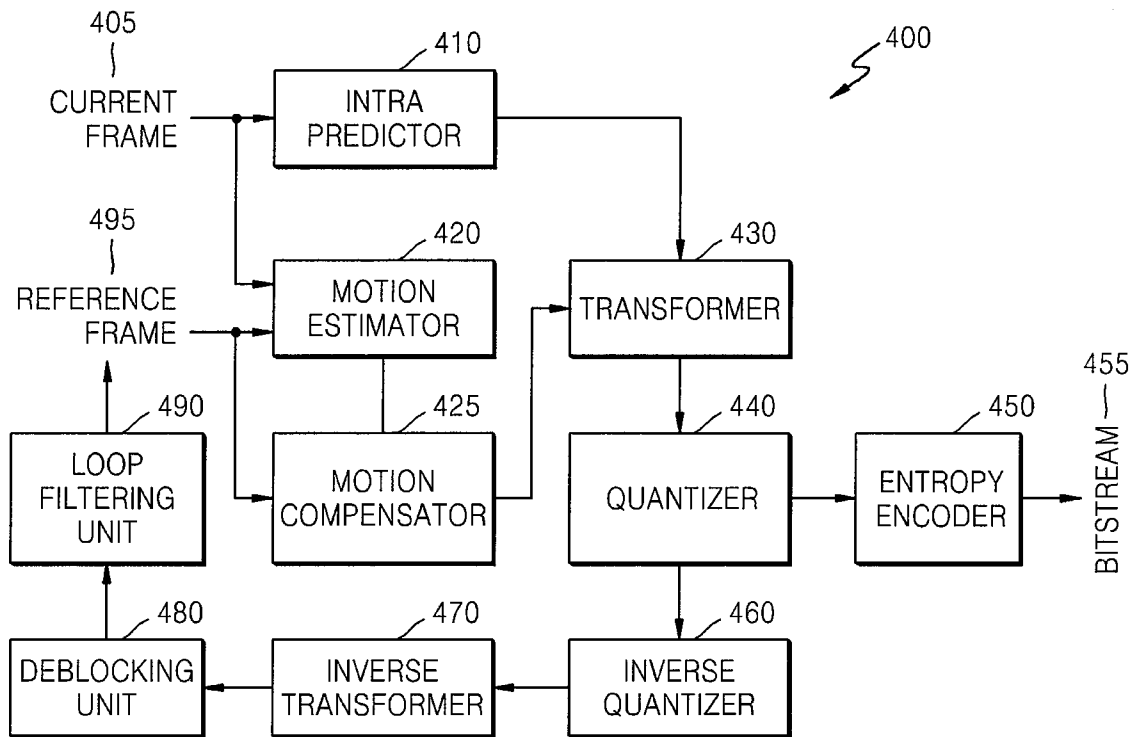


FIG. 5

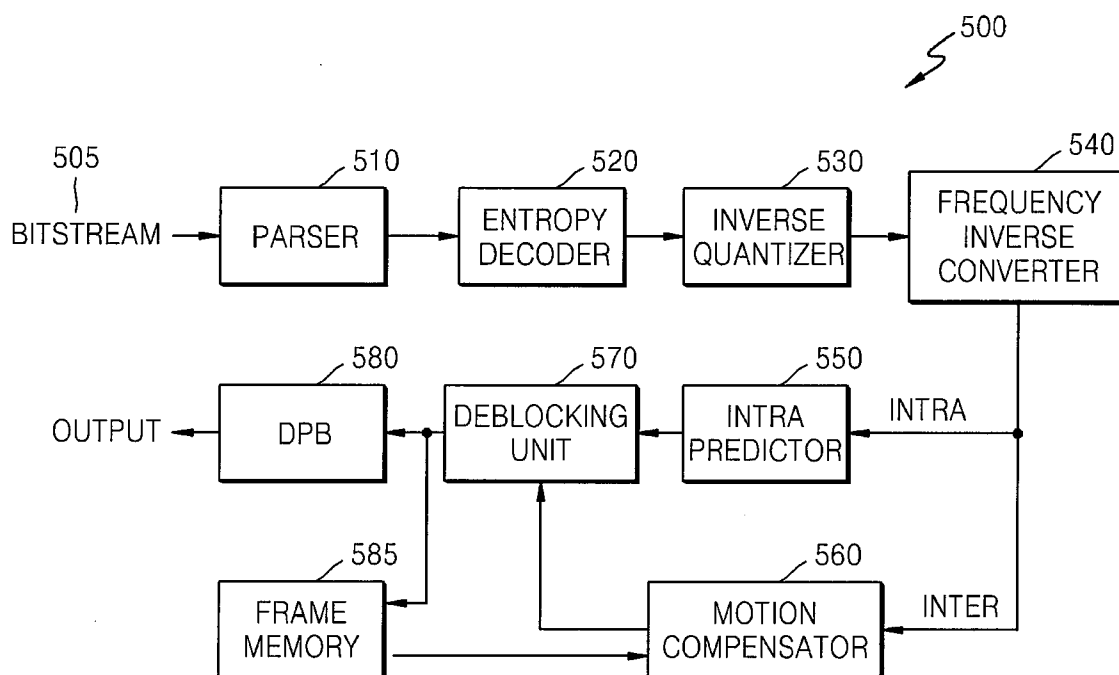


FIG. 6

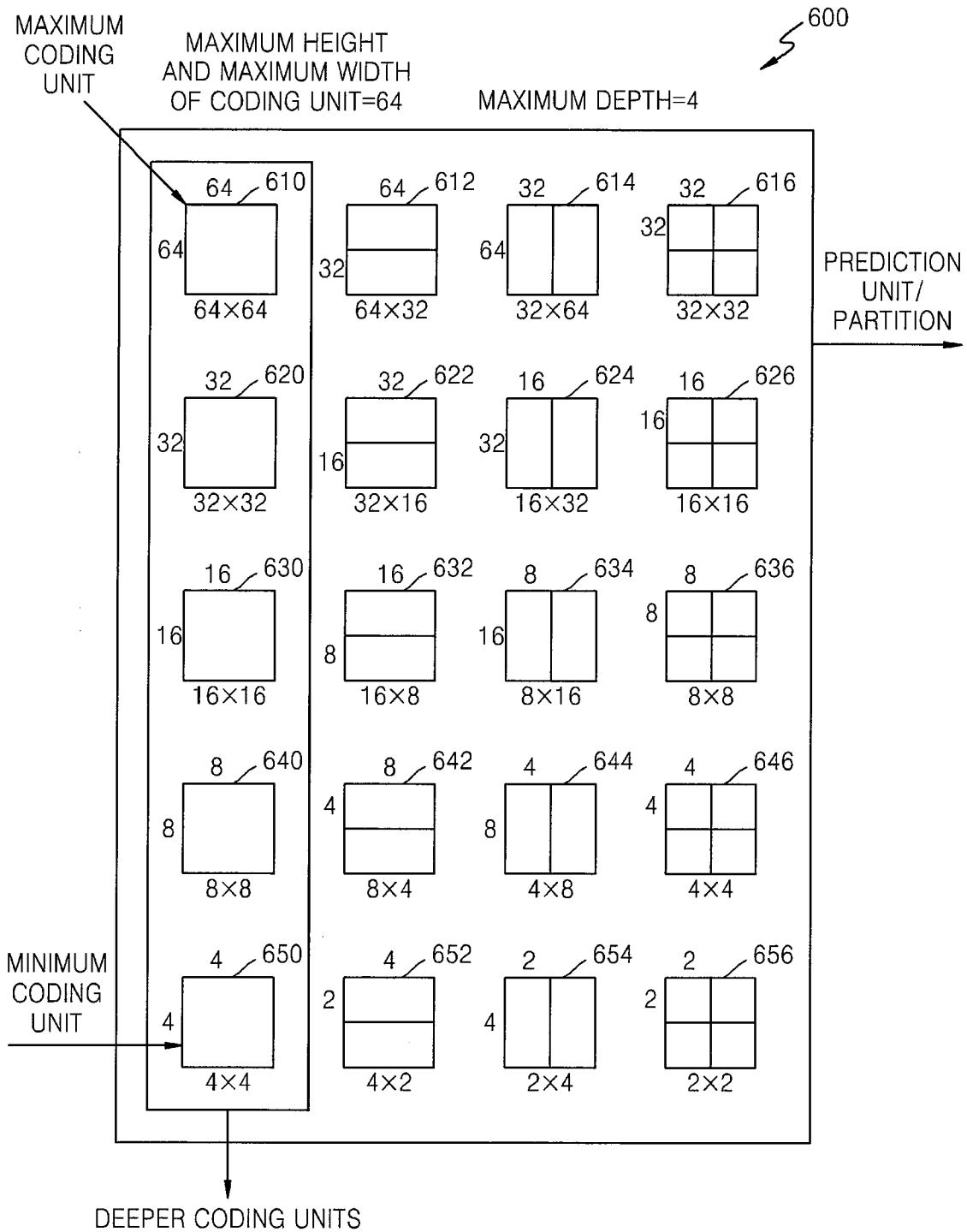


FIG. 7

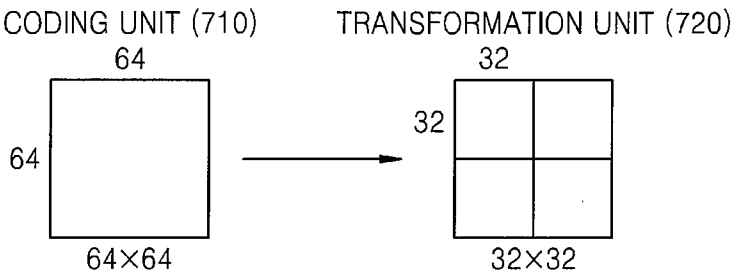


FIG. 8

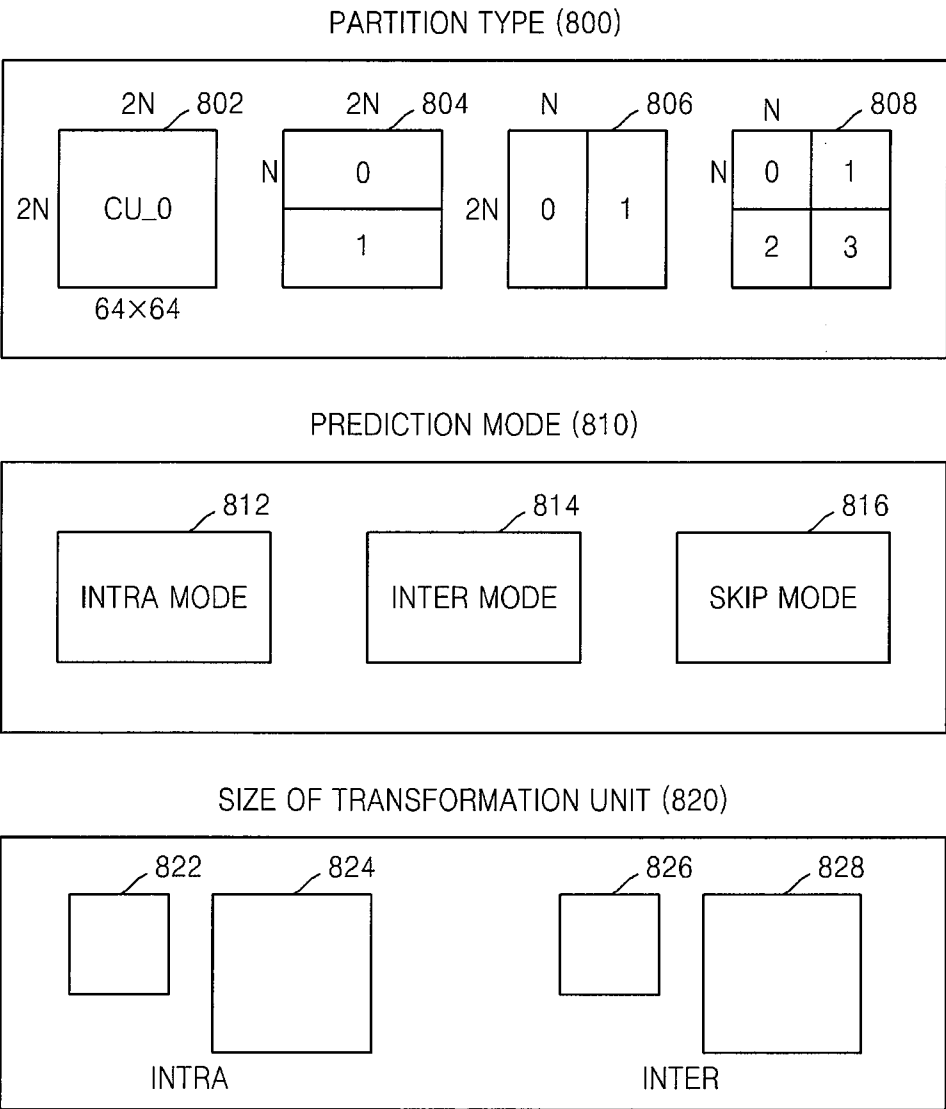


Figure 1 illustrates a hierarchical tree structure for a video coding system, showing the relationship between different levels of processing (DEPTH=0, DEPTH=1, DEPTH=d-1) and the resulting blocks.

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 2N₀ blocks (912, 914, 916, 918).
- DEPTH=1:** A CU₁ (930) is split into four N₁ blocks (942, 944, 946, 948). The N₁ blocks are further split into 2N₁ blocks (942, 944, 946, 948).
- 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 2N_(d-1) blocks (992, 994, 996, 998).

The diagram also shows the relationship between the blocks at different depths. For example, the N₀ blocks are split into 2N₀ blocks, and the N₁ blocks are split into 2N₁ blocks. The N_(d-1) blocks are split into 2N_(d-1) blocks. The diagram illustrates the hierarchical splitting of a video frame into smaller blocks for coding.

FIG. 10

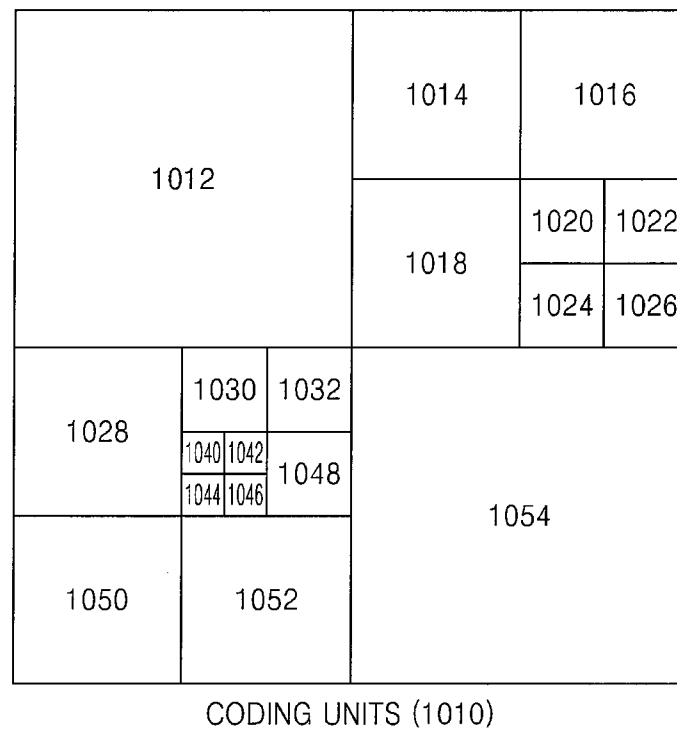


FIG. 11

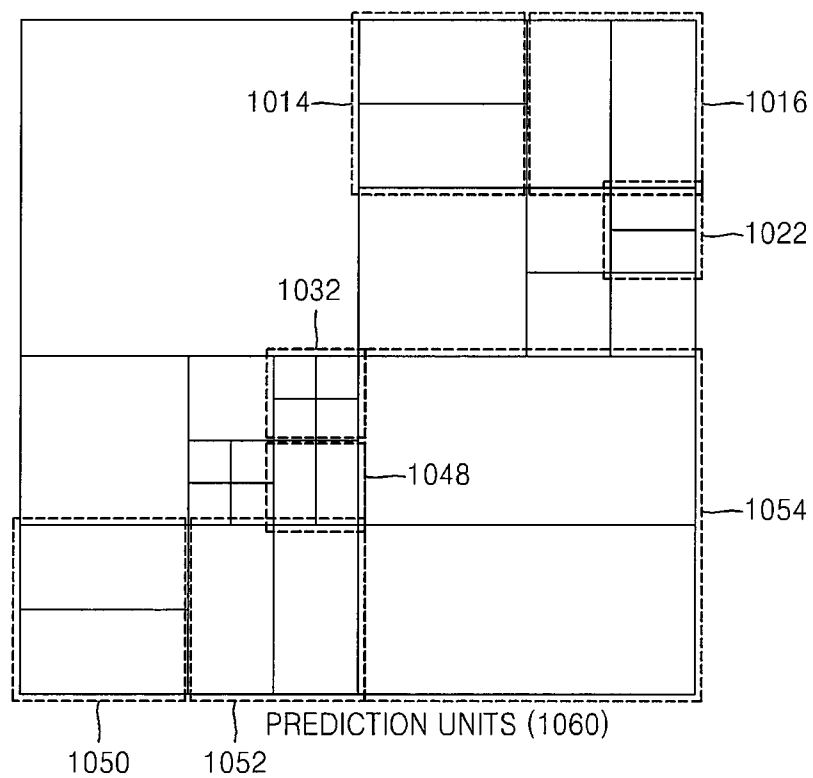


FIG. 12

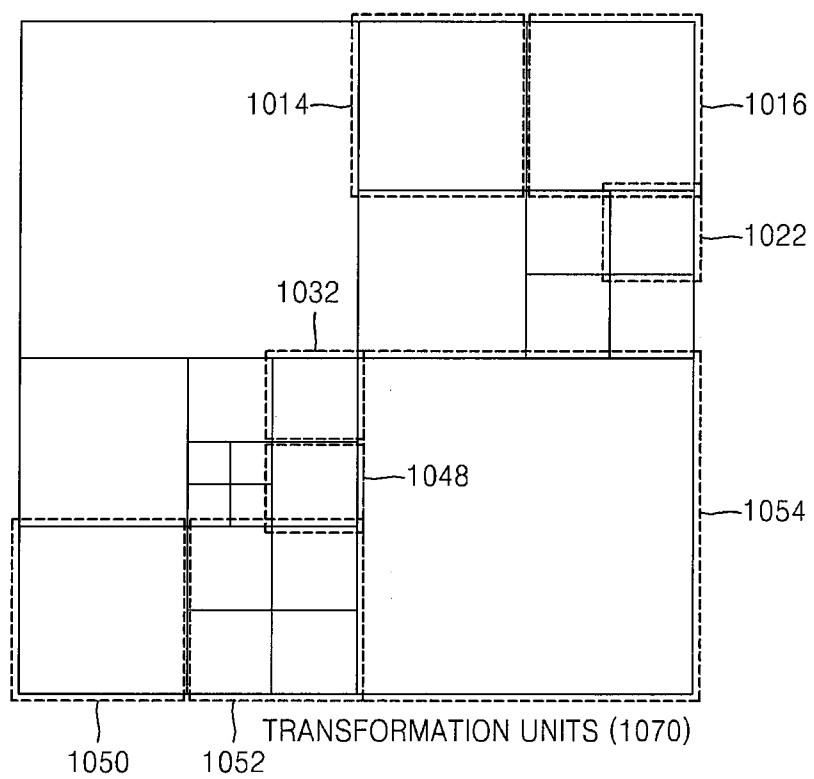


FIG. 13

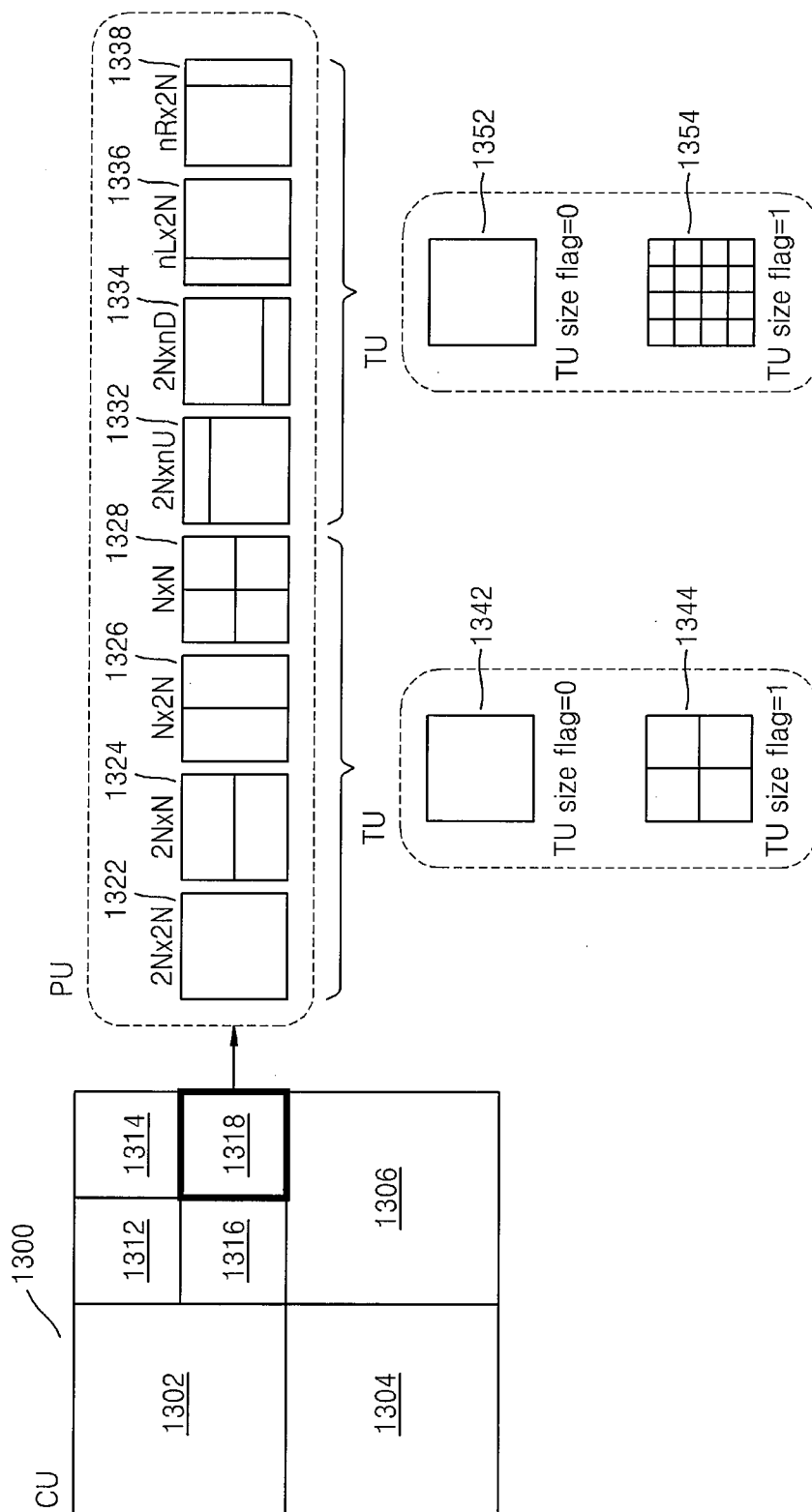


FIG. 14A

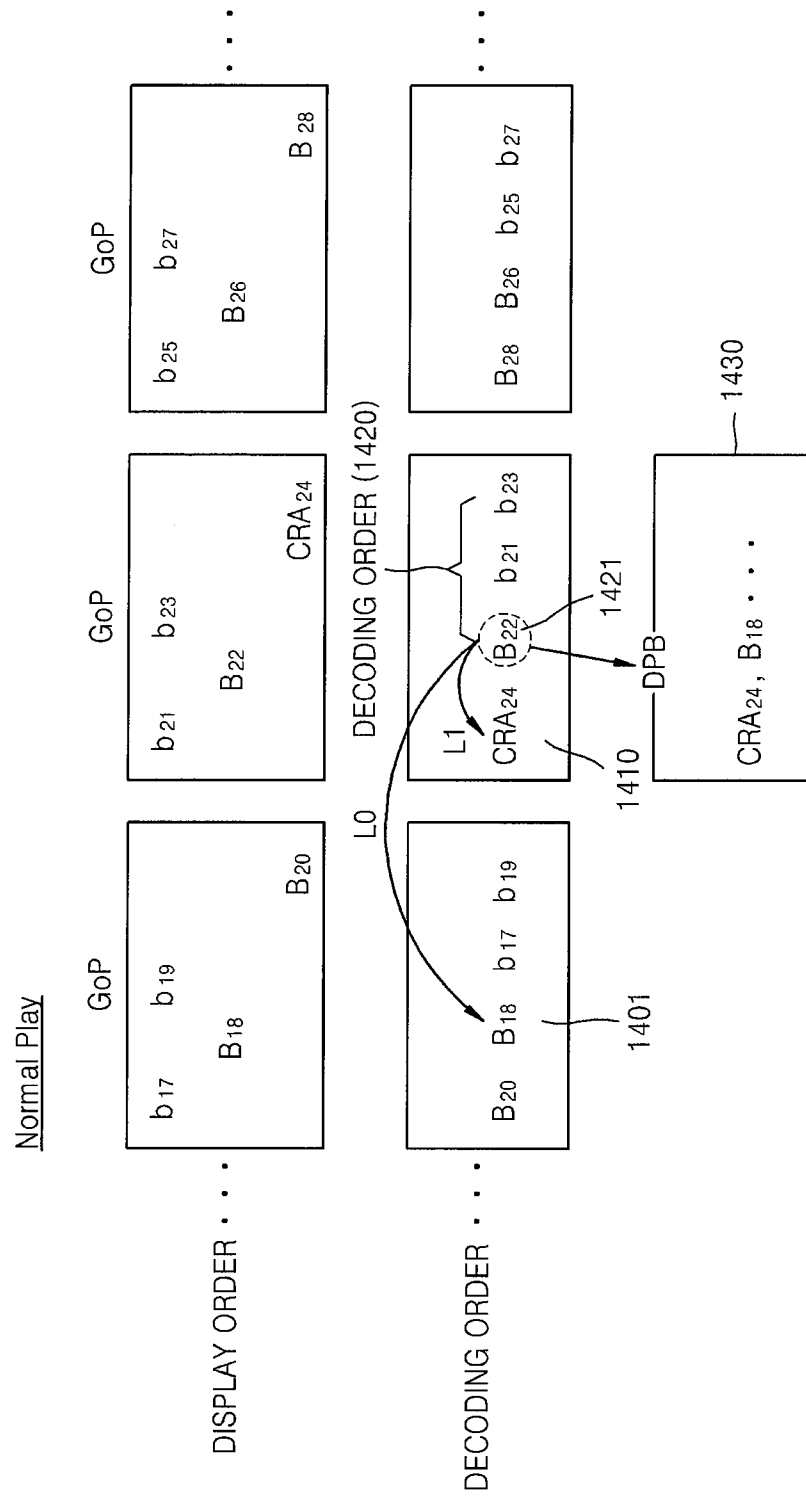


FIG. 14B

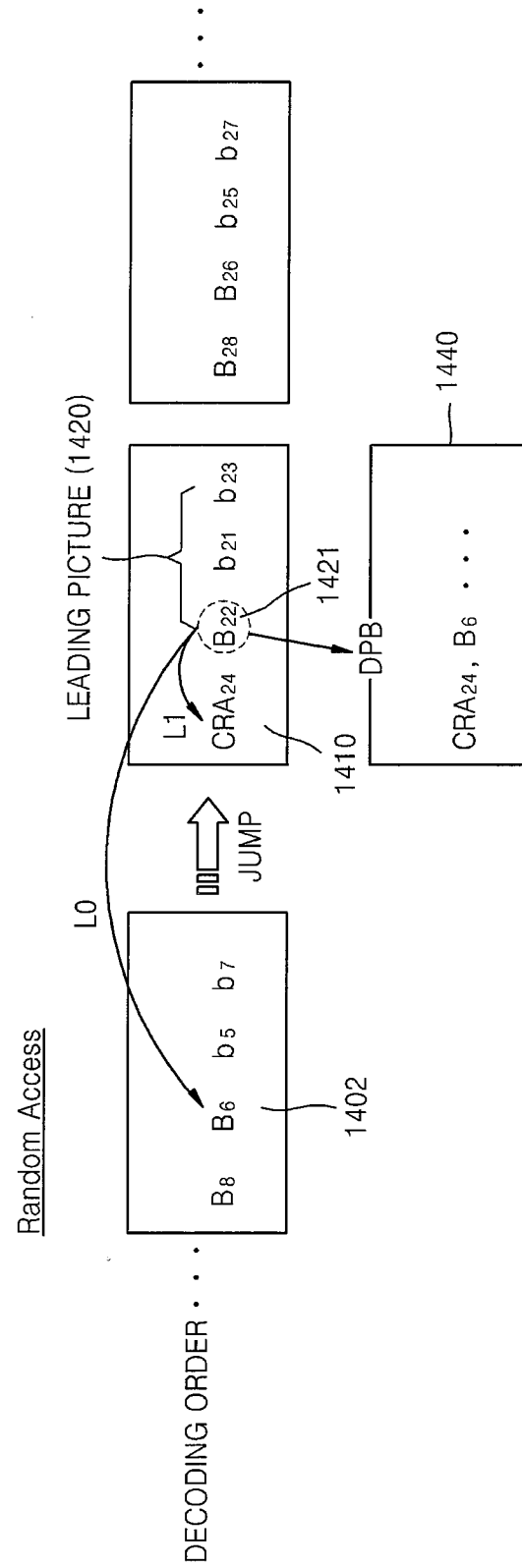


FIG. 15

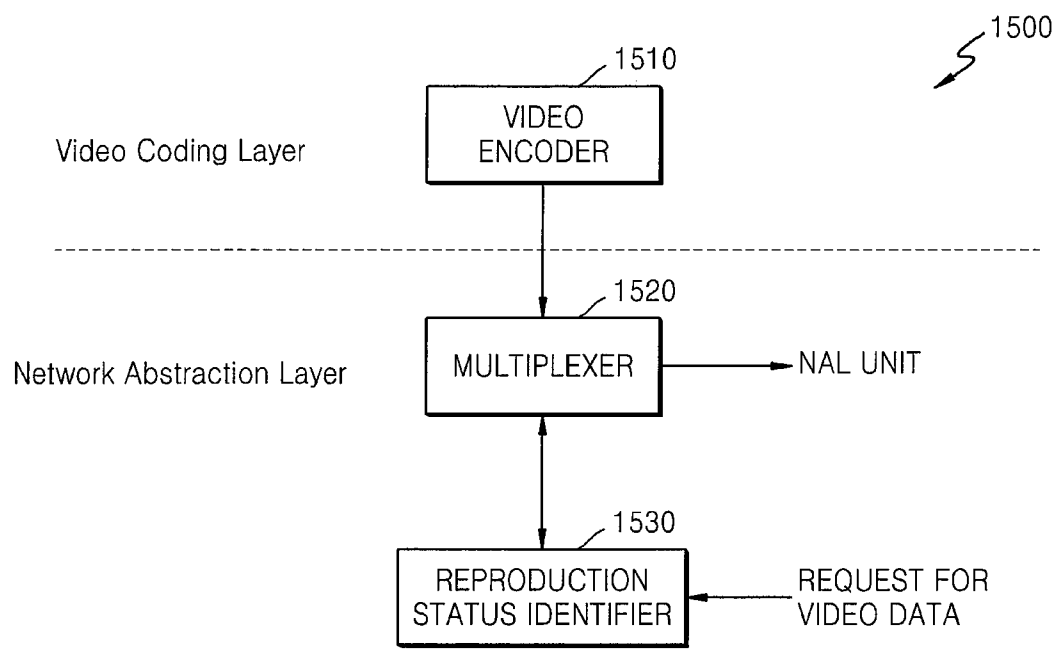


FIG. 16

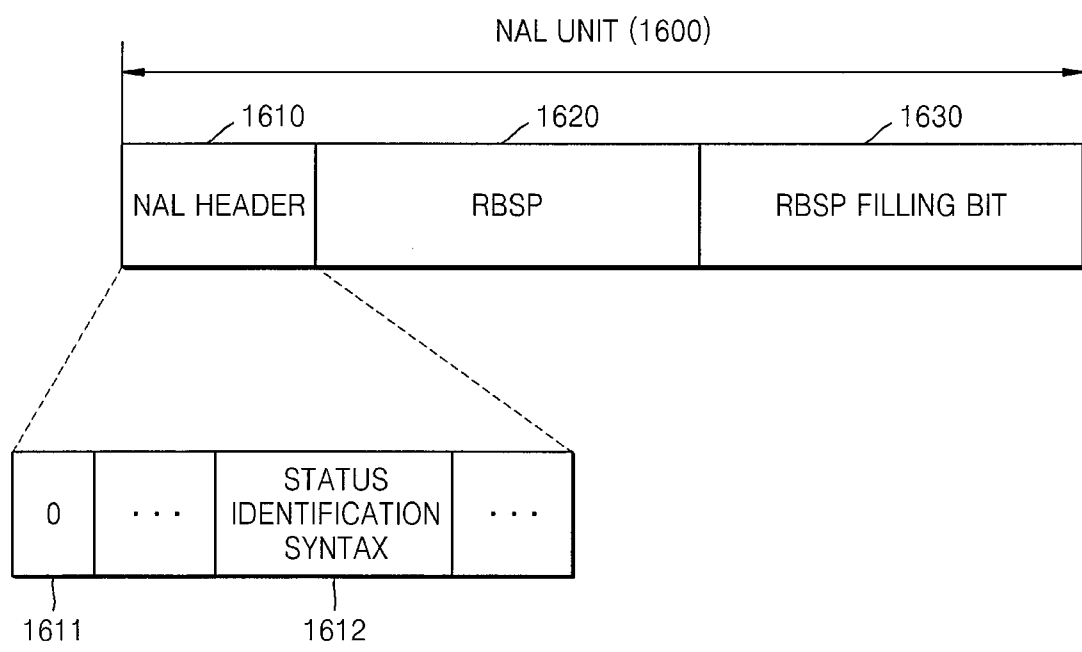


FIG. 17A

Normal Play

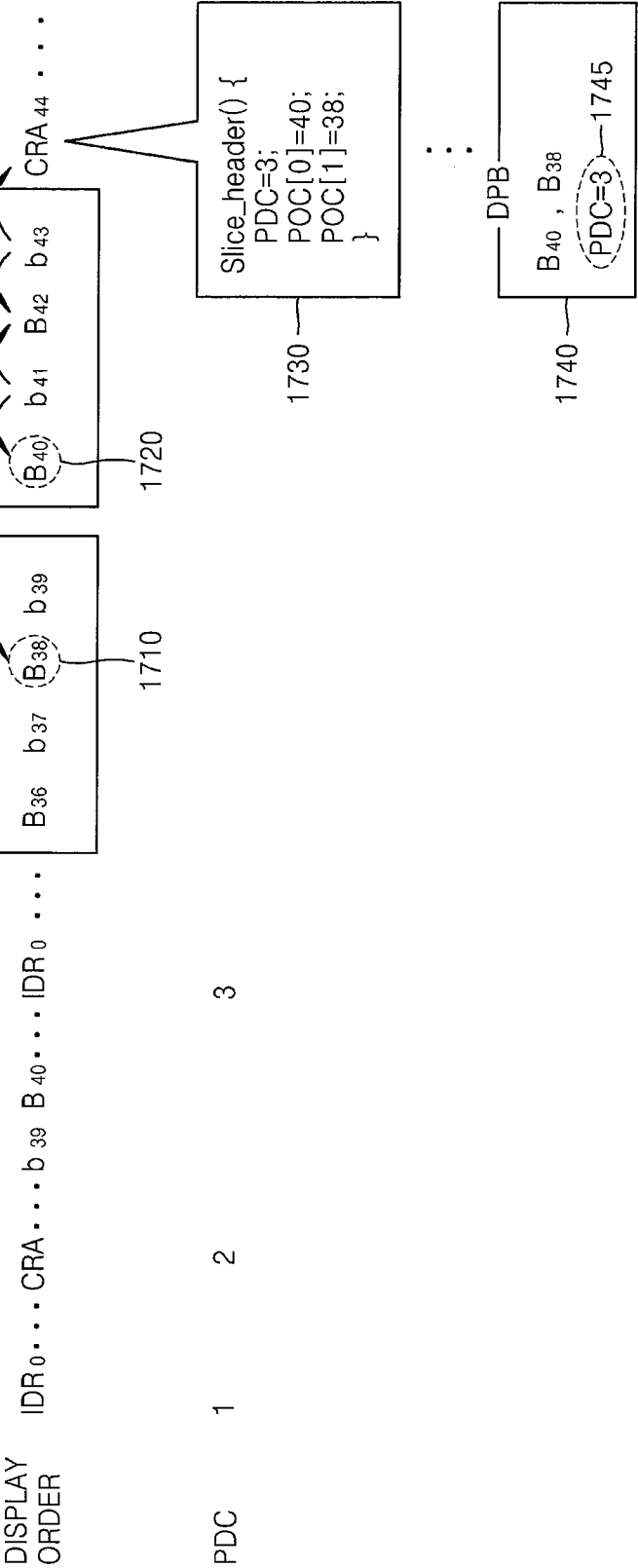


FIG. 17B

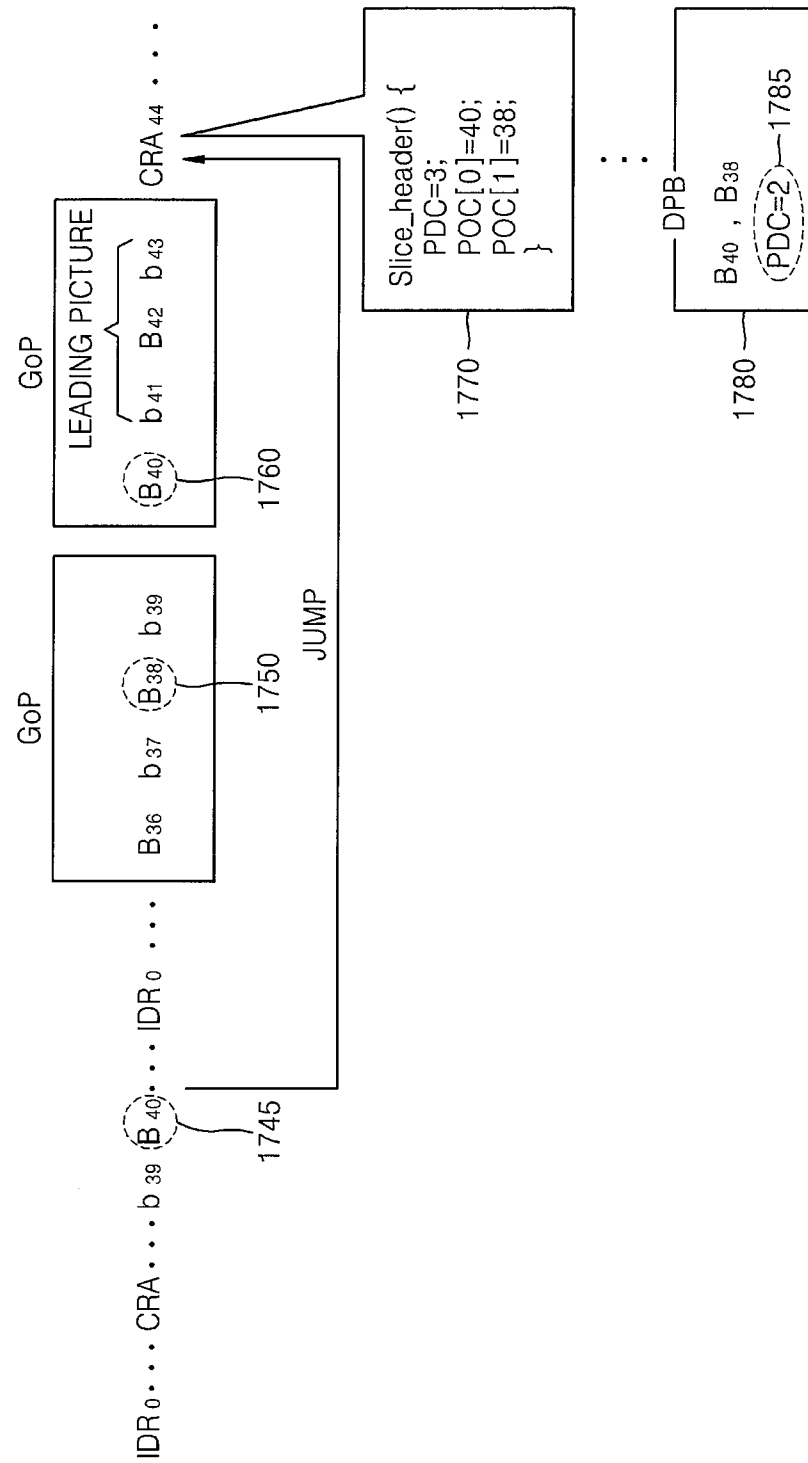


FIG. 18

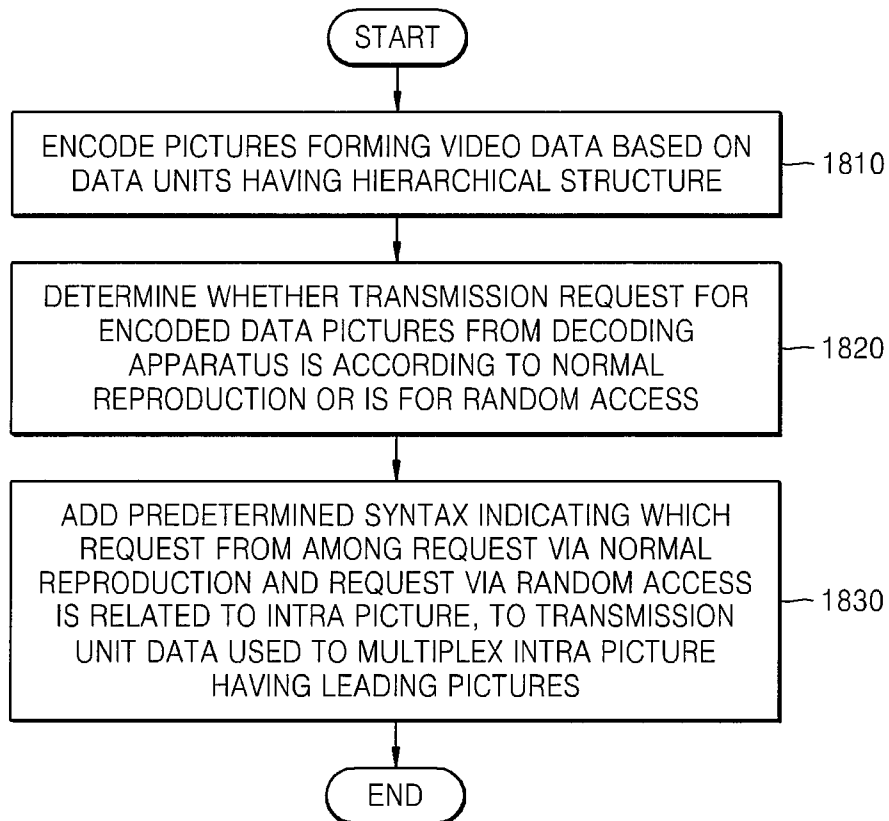


FIG. 19

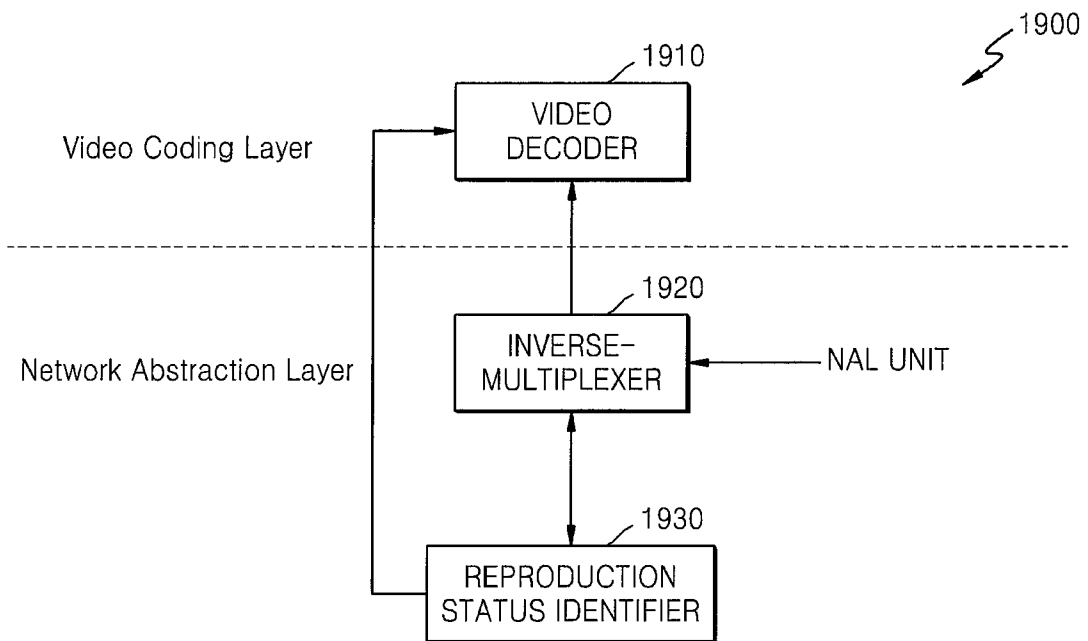


FIG. 20

