

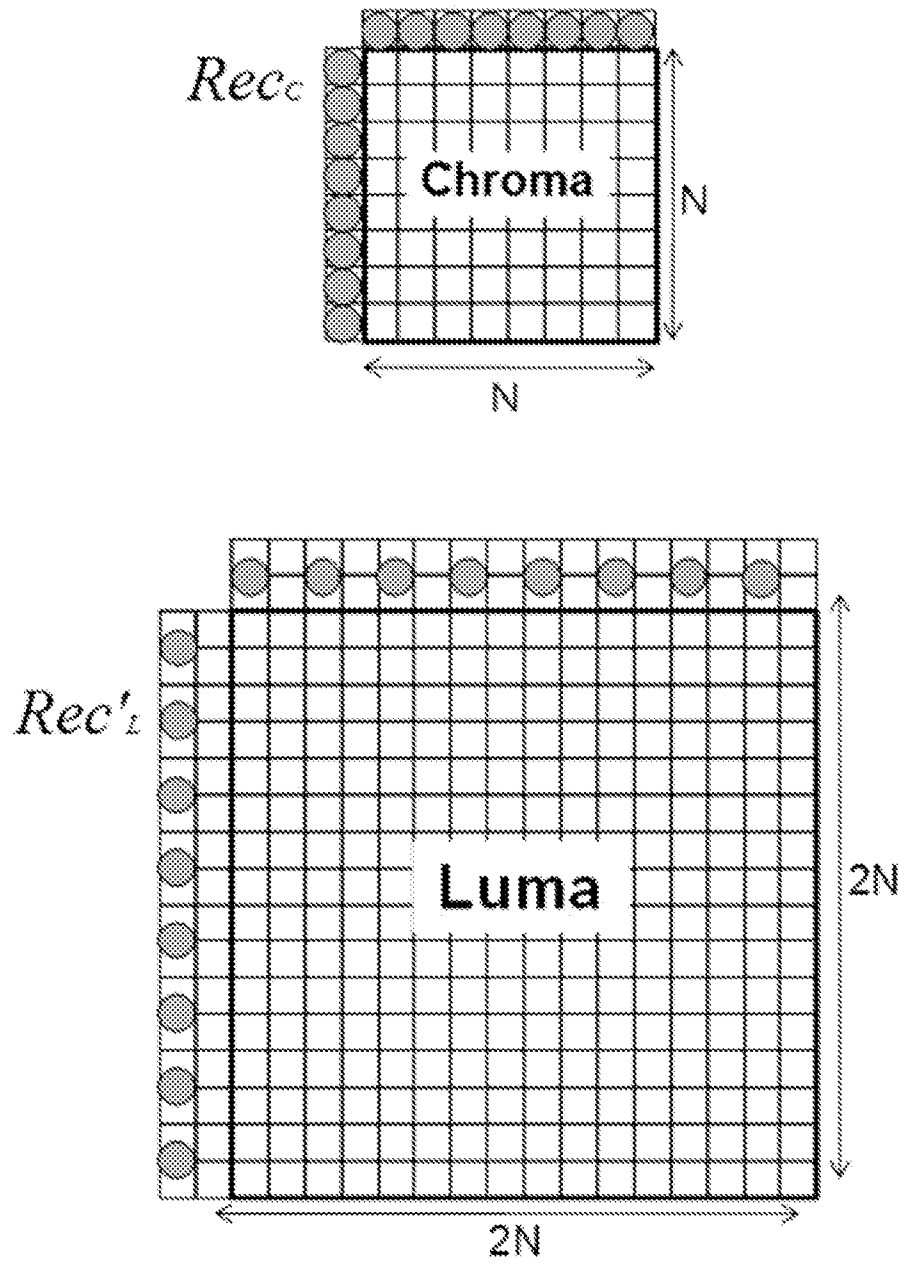


FIG. 1

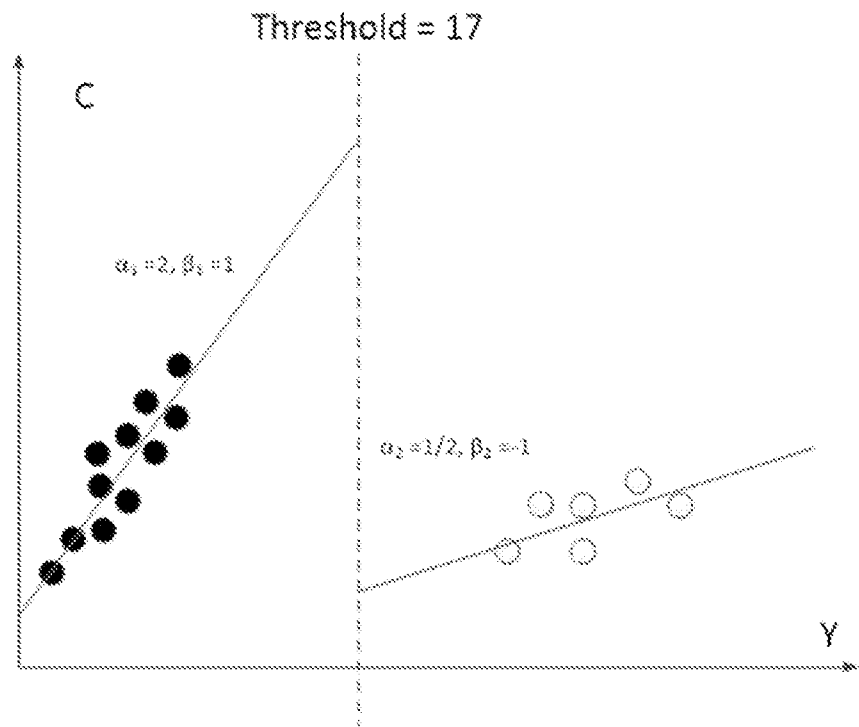


FIG. 2

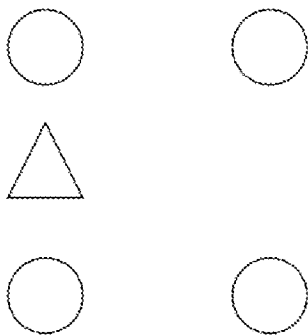


FIG. 3A

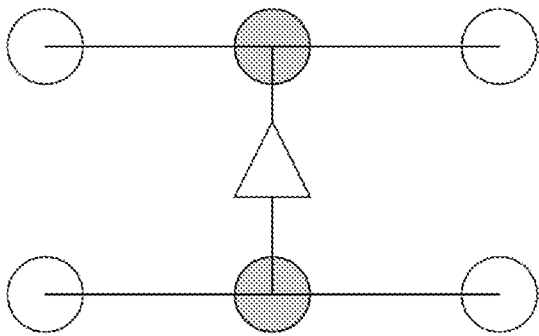


FIG. 3B

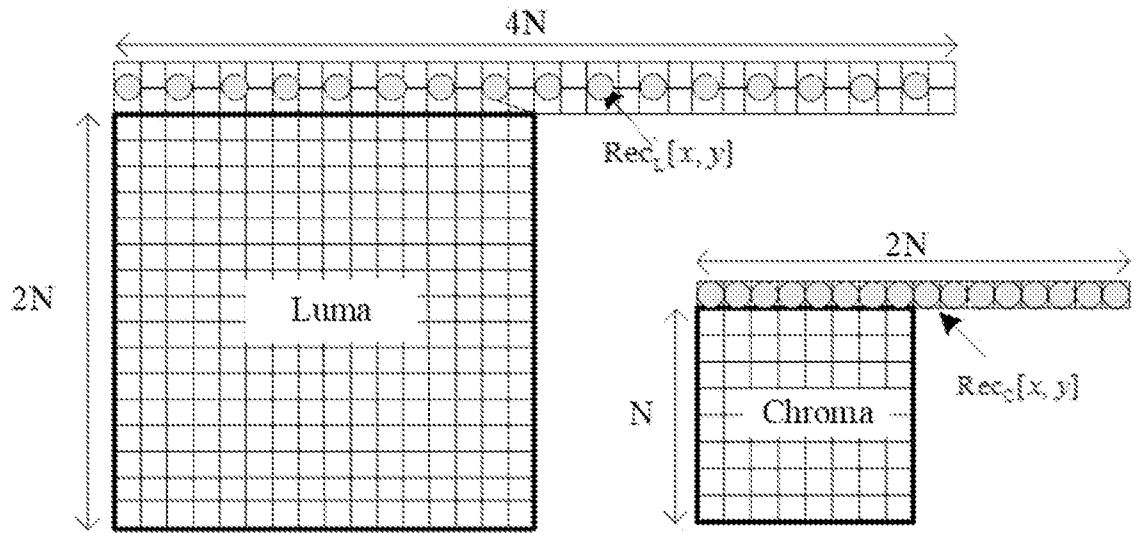


FIG. 4A

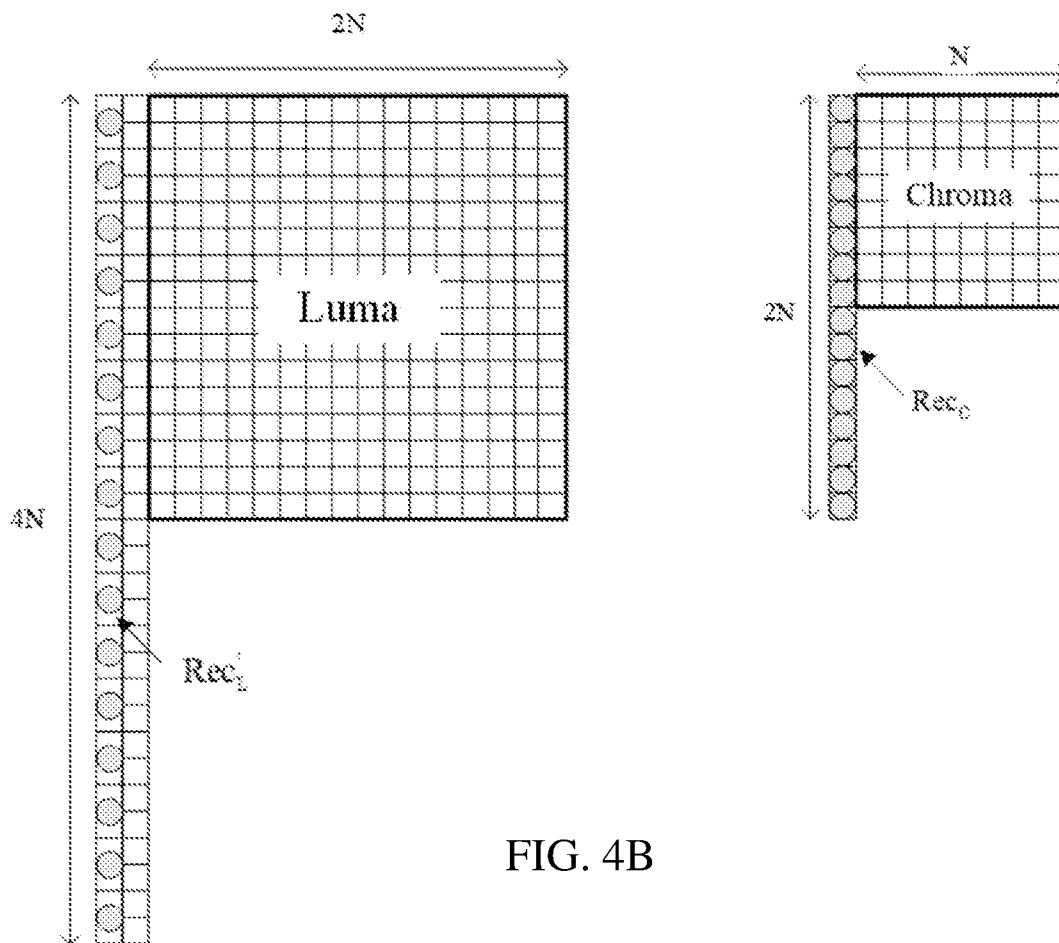


FIG. 4B

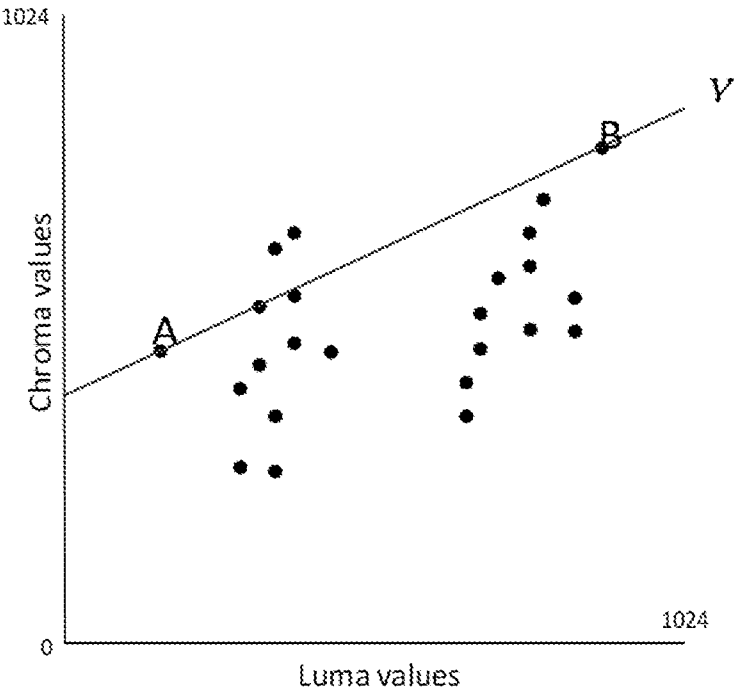


FIG. 5

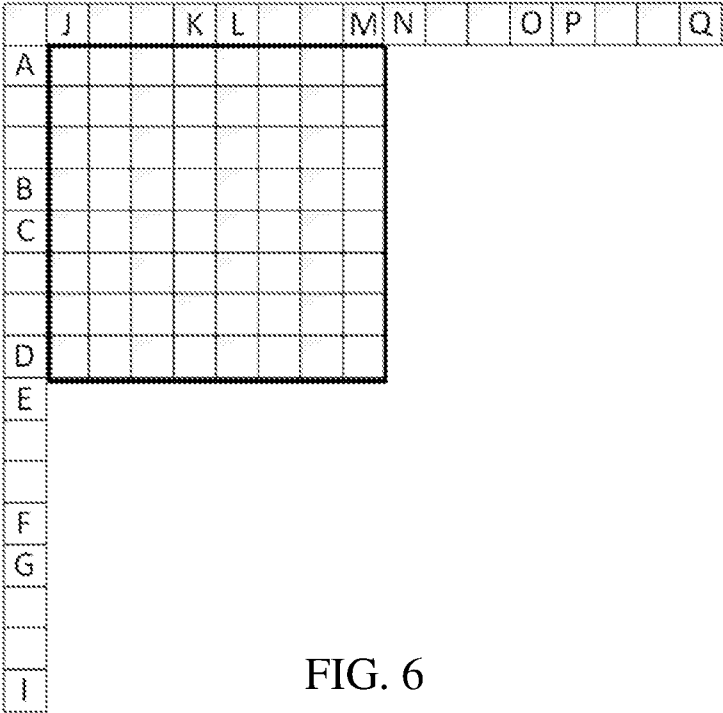


FIG. 6

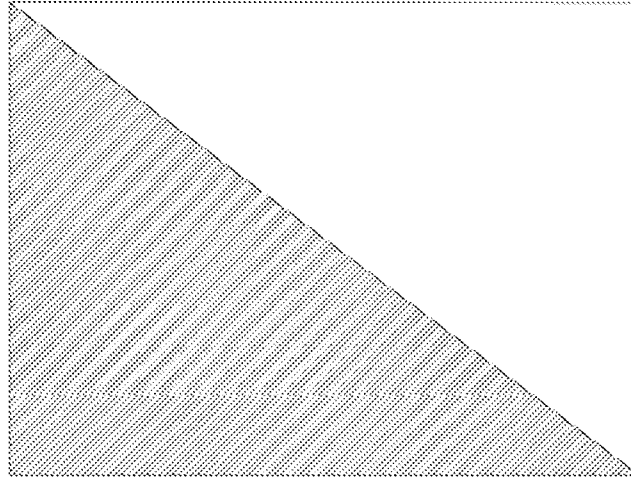


FIG. 7

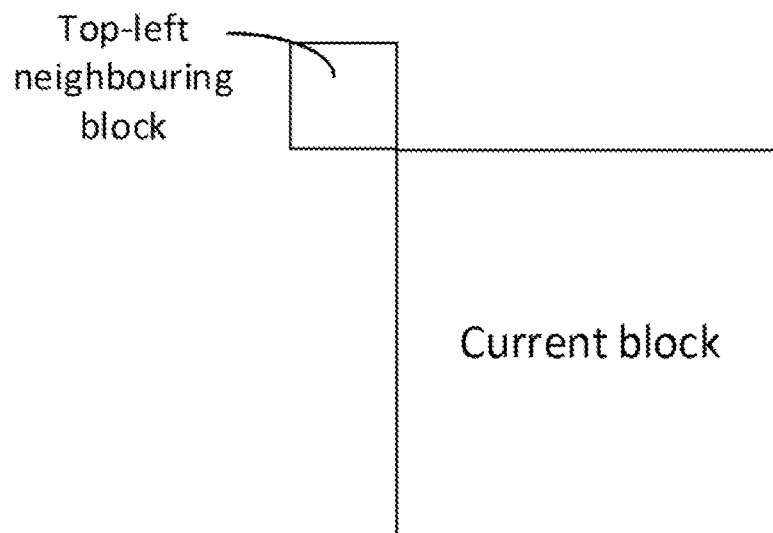


FIG. 8

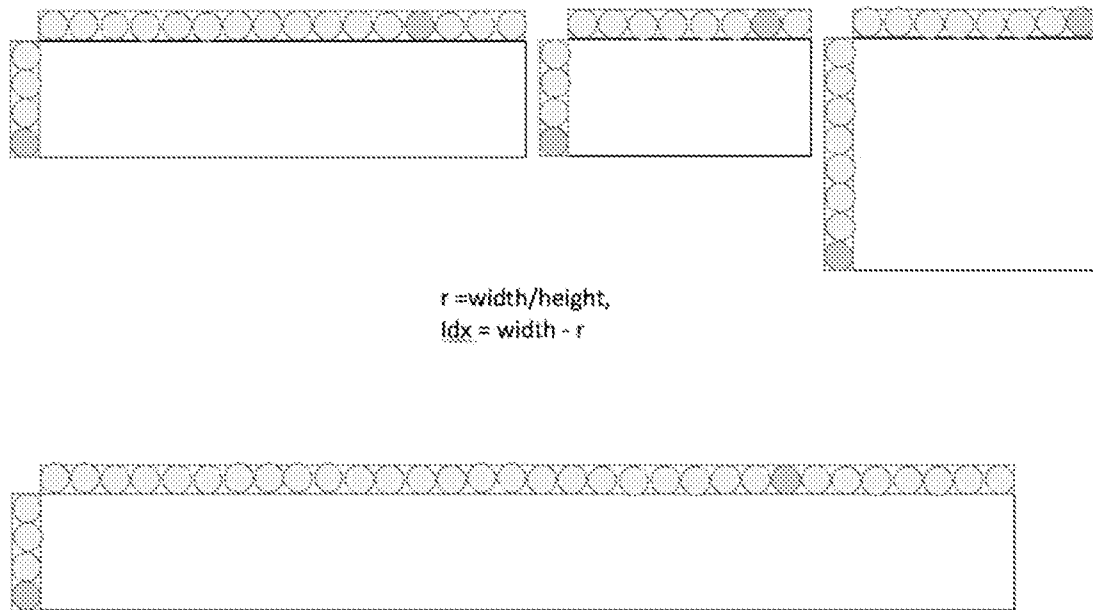


FIG. 9

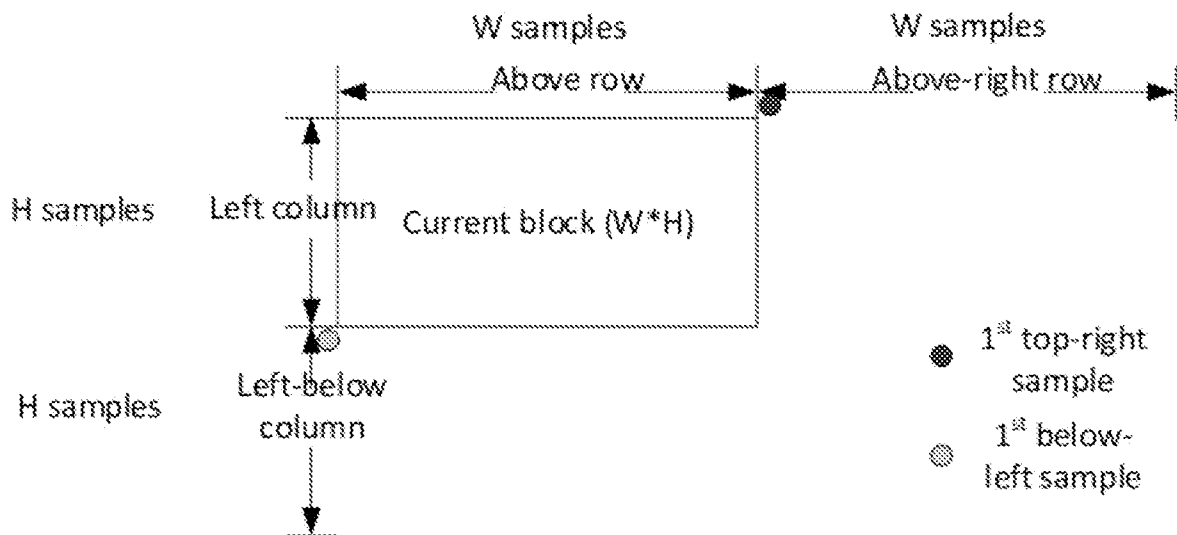


FIG. 10

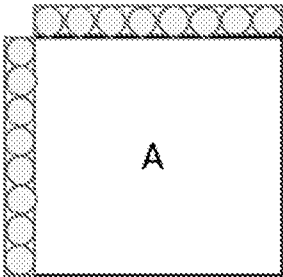


FIG. 11

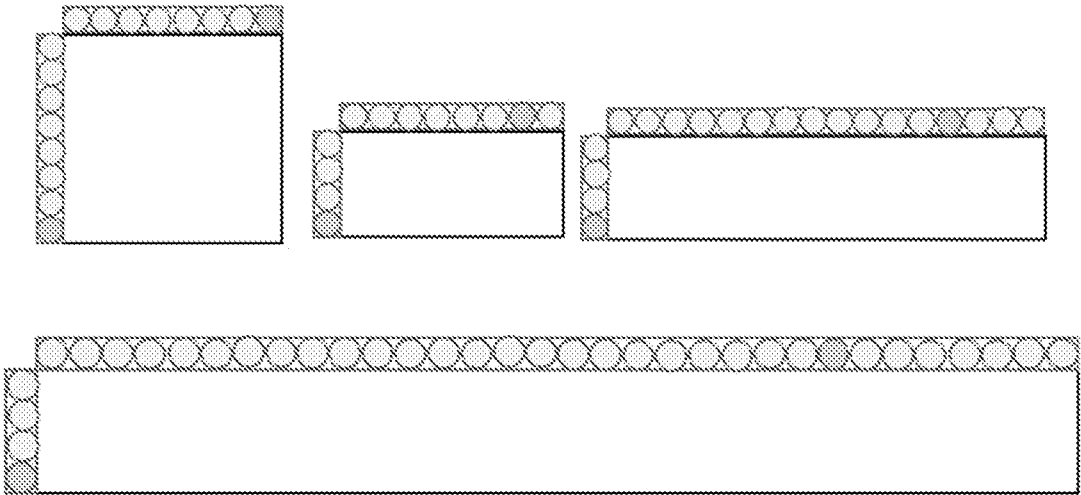


FIG. 12

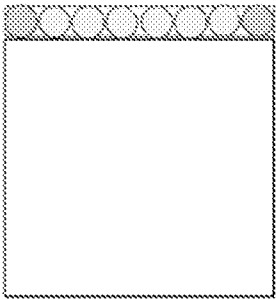


FIG. 13

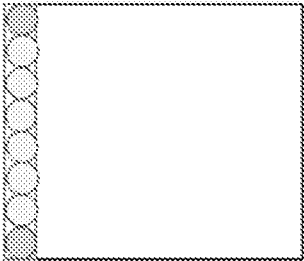


FIG. 14

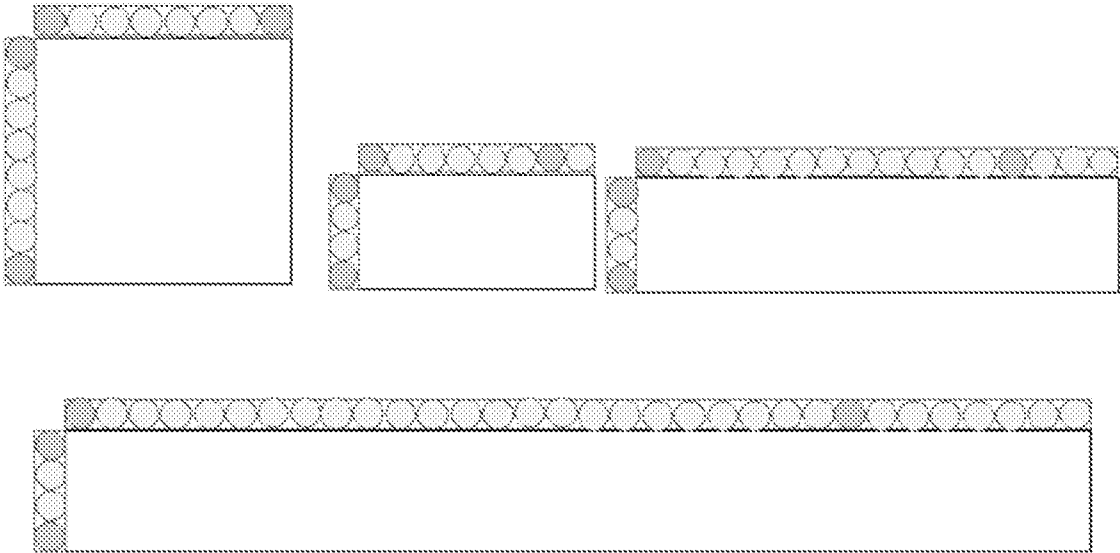


FIG. 15

```

int g_aiuMDivTableHighSimp_128[] = {
    65536, 32768, 21845, 16384, 13107, 10922, 9362, 8192, 7261, 6553, 5957, 5461, 5041, 4681, 4369, 4096,
    3855, 3640, 3449, 3176, 3120, 2978, 2849, 2730, 2621, 2520, 2437, 2340, 2259, 2184, 2114, 2048,
    1988, 1927, 1872, 1820, 1771, 1724, 1680, 1638, 1598, 1560, 1524, 1489, 1456, 1424, 1394, 1365,
    1337, 1310, 1285, 1260, 1236, 1213, 1191, 1170, 1149, 1129, 1110, 1092, 1074, 1057, 1040, 1024,
    1008, 992, 978, 963, 949, 936, 923, 910, 897, 885, 873, 862, 851, 840, 829, 819,
    809, 799, 789, 780, 771, 762, 753, 744, 736, 728, 720, 712, 704, 697, 689, 682,
    675, 668, 661, 655, 648, 642, 636, 630, 624, 618, 612, 606, 601, 596, 590, 585,
    579, 574, 569, 564, 560, 555, 550, 546, 541, 537, 532, 528, 524, 520, 516, 512,
};

int g_aiuMDivTableHighSimp_64[] = {
    65536, 32768, 21845, 16384, 13107, 10922, 9362, 8192, 7261, 6553, 5957, 5461, 5041, 4681, 4369, 4096,
    3855, 3640, 3449, 3176, 3120, 2978, 2849, 2730, 2621, 2520, 2437, 2340, 2259, 2184, 2114, 2048,
    1988, 1927, 1872, 1820, 1771, 1724, 1680, 1638, 1598, 1560, 1524, 1489, 1456, 1424, 1394, 1365,
    1337, 1310, 1285, 1260, 1236, 1213, 1191, 1170, 1149, 1129, 1110, 1092, 1074, 1057, 1040, 1024,
};

int g_aiuMDivTableHighSimp_32[] = {
    65536, 32768, 21845, 16384, 13107, 10922, 9362, 8192, 7261, 6553, 5957, 5461, 5041, 4681, 4369, 4096,
    3855, 3640, 3449, 3176, 3120, 2978, 2849, 2730, 2621, 2520, 2437, 2340, 2259, 2184, 2114, 2048,
};

```

FIG. 16

```

int iDeltaluma = maxluma[0] ~ minluma[0];
shift = 0;
add = 0;
if (iDeltaluma > 64) {
    shift = 4;
    add = 0;
    iDeltaluma = (iDeltaluma + add) >> shift;
}
a = (((maxluma[1] ~ minluma[1]) * g_aiuMDivTableHighSimp_64[iDeltaluma - 1] + add) >> shift);

```

FIG. 17

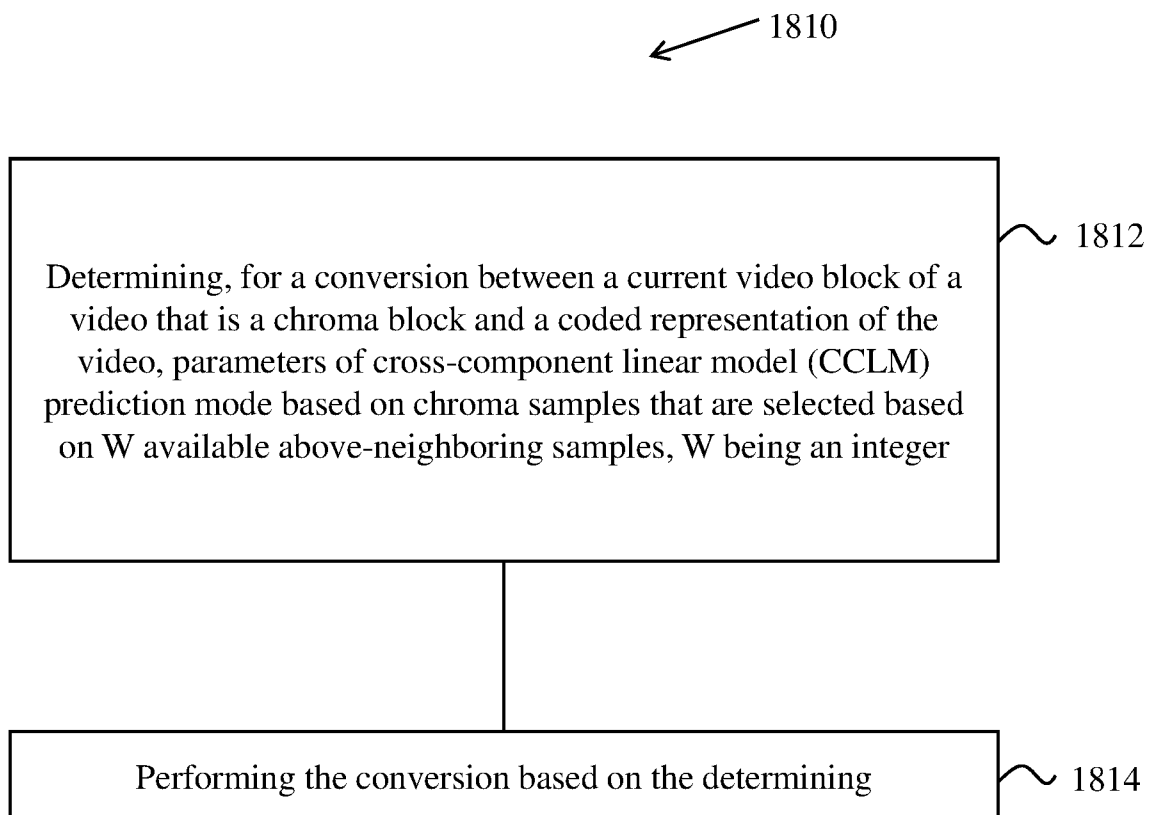


FIG. 18A

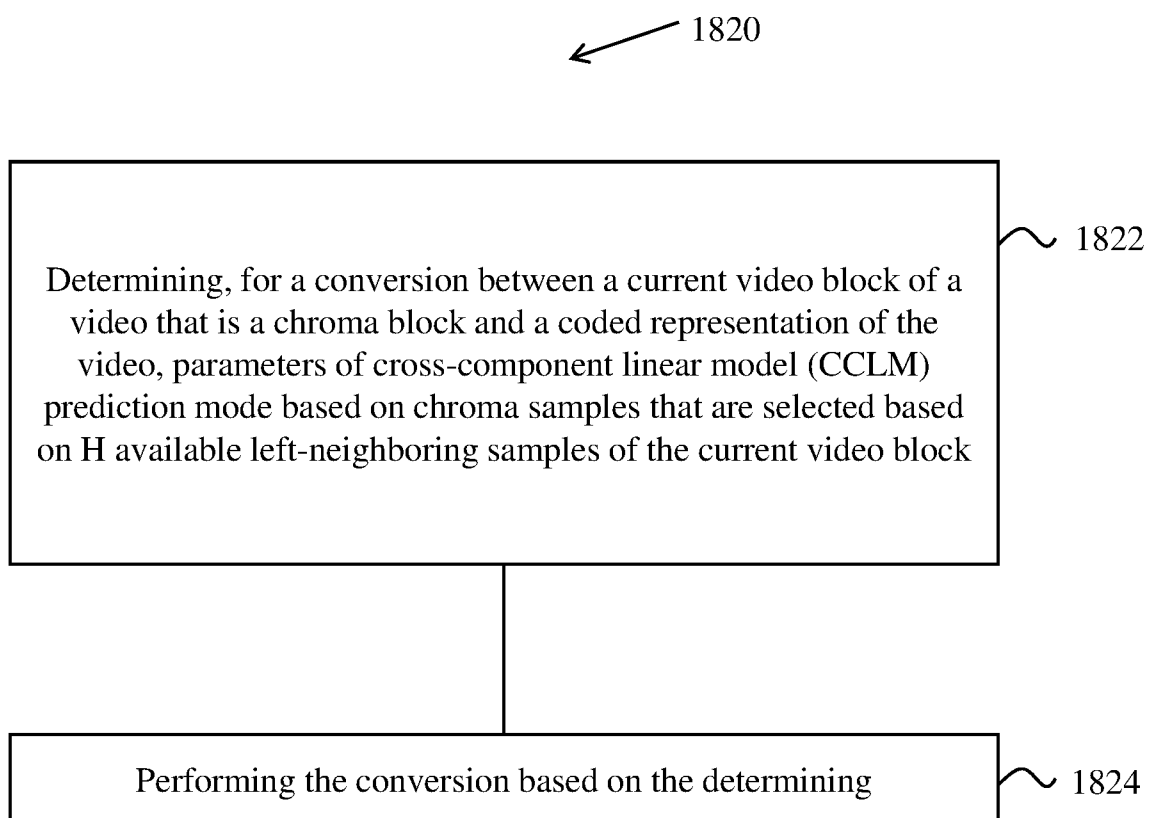


FIG. 18B

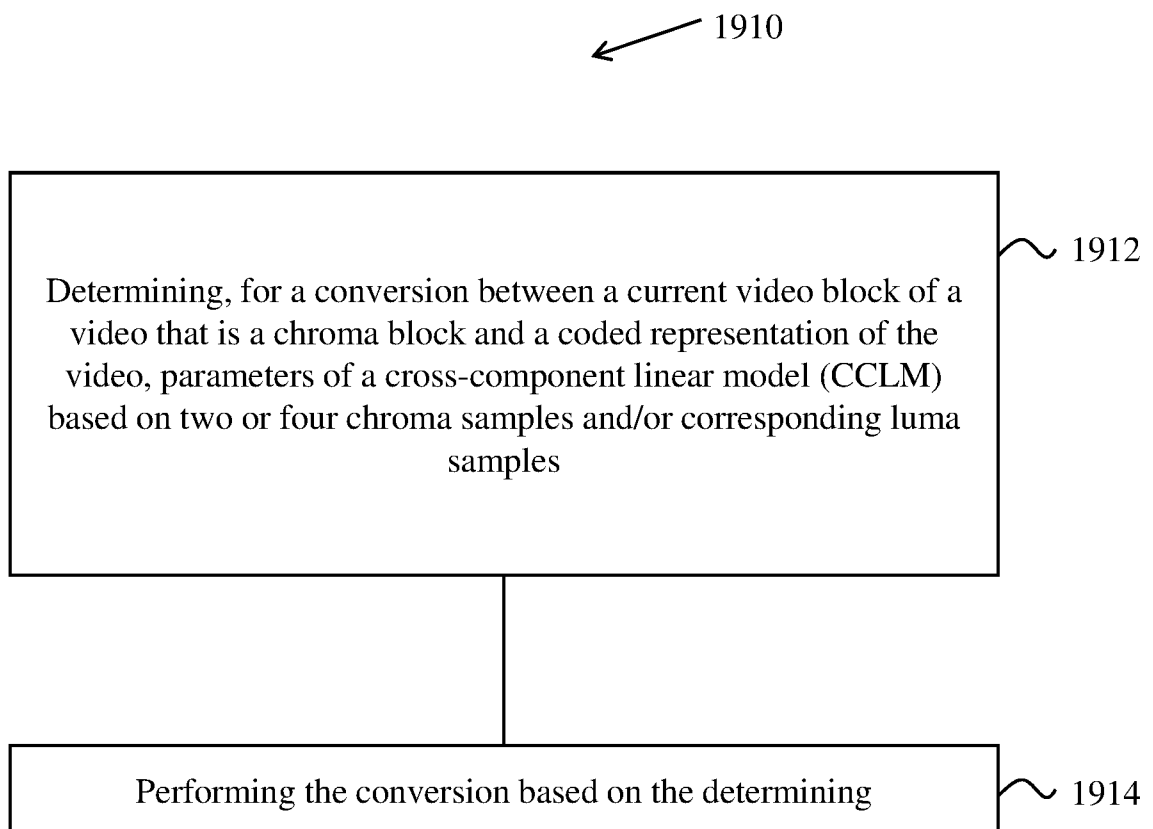


FIG. 19A

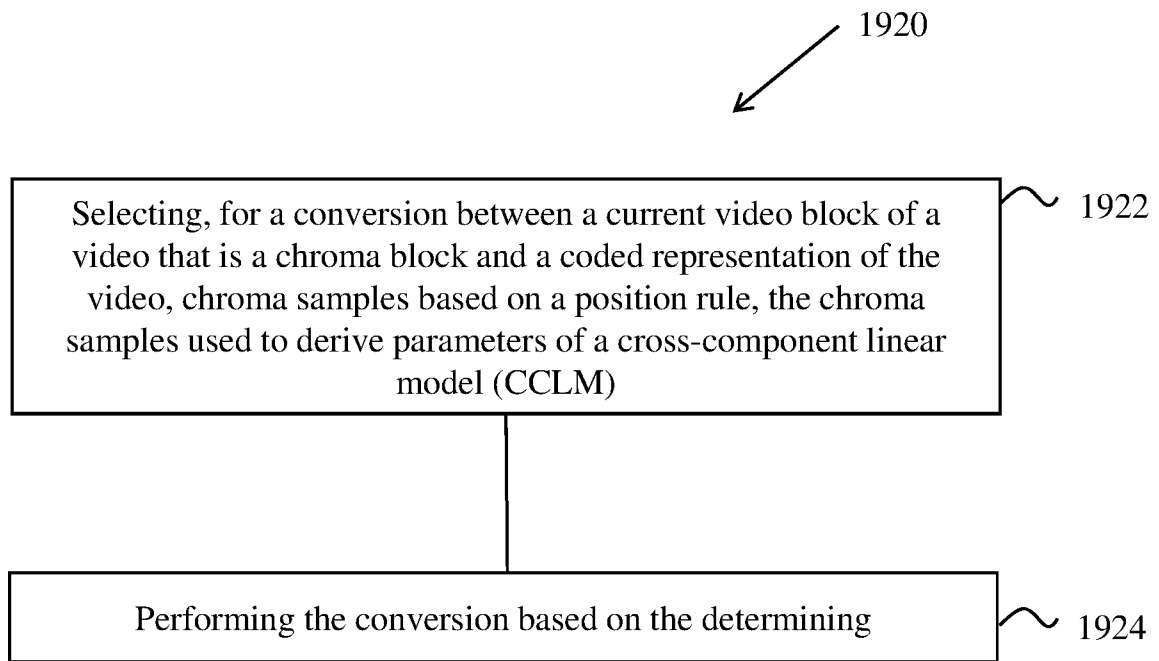


FIG. 19B

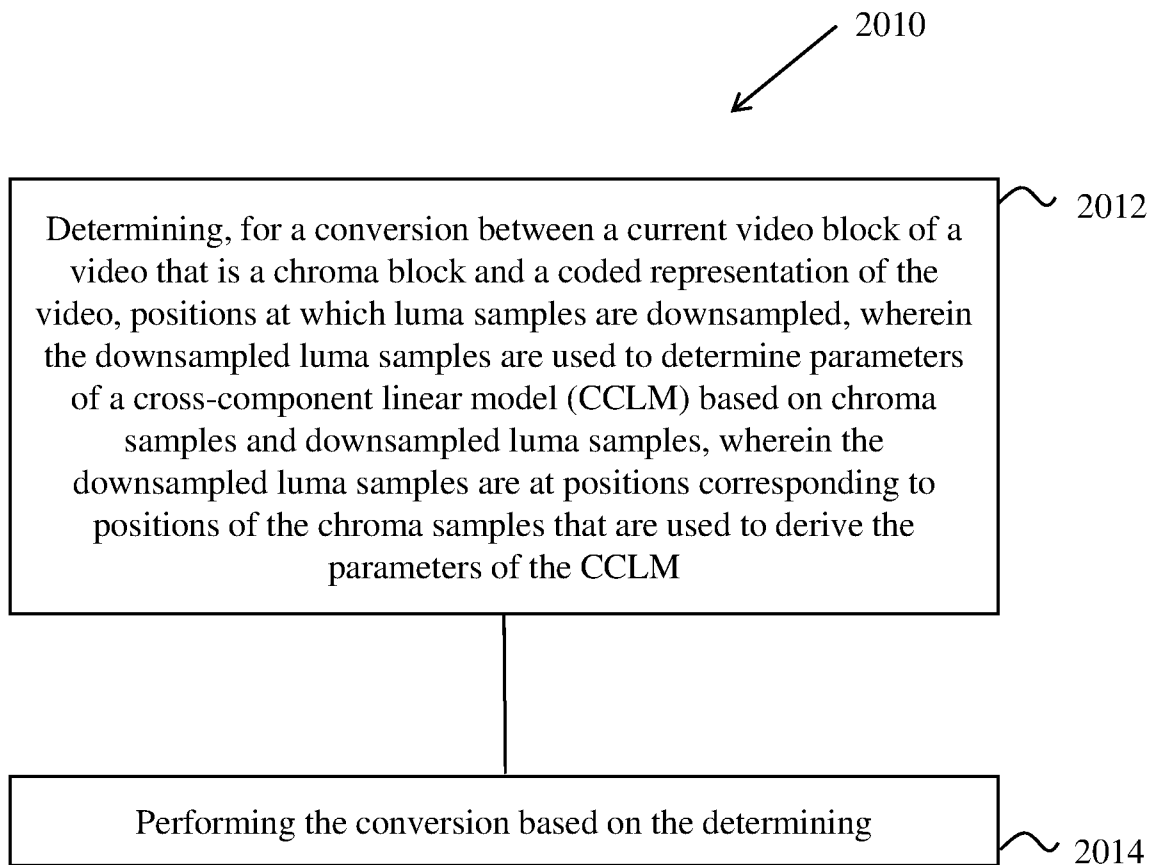


FIG. 20A

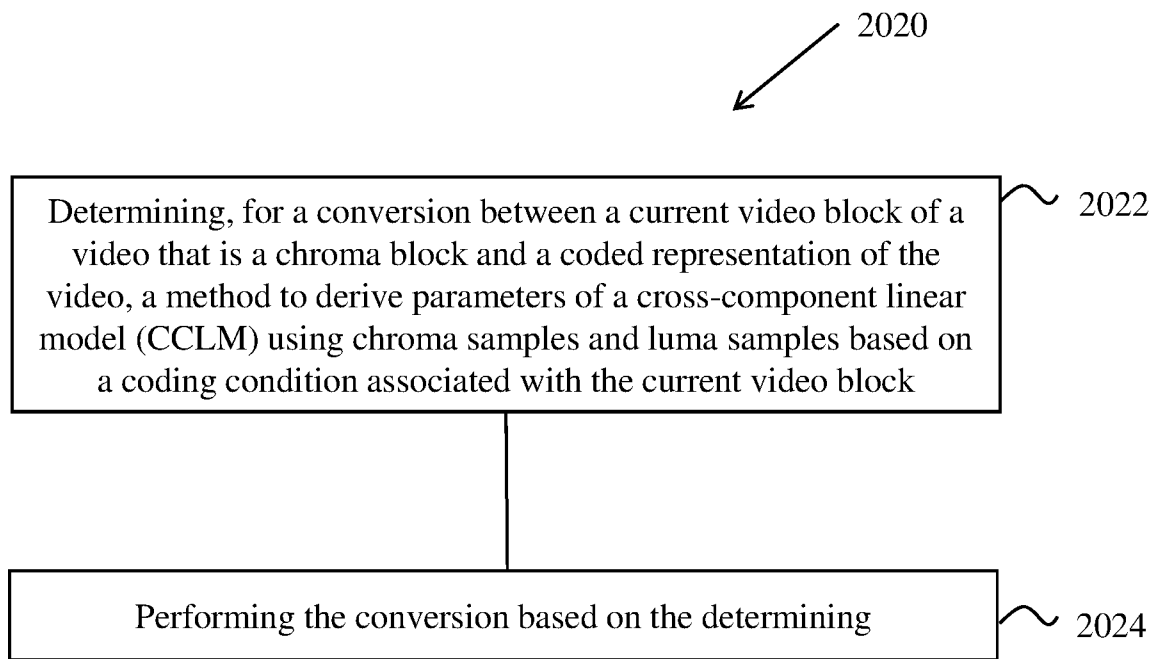


FIG. 20B

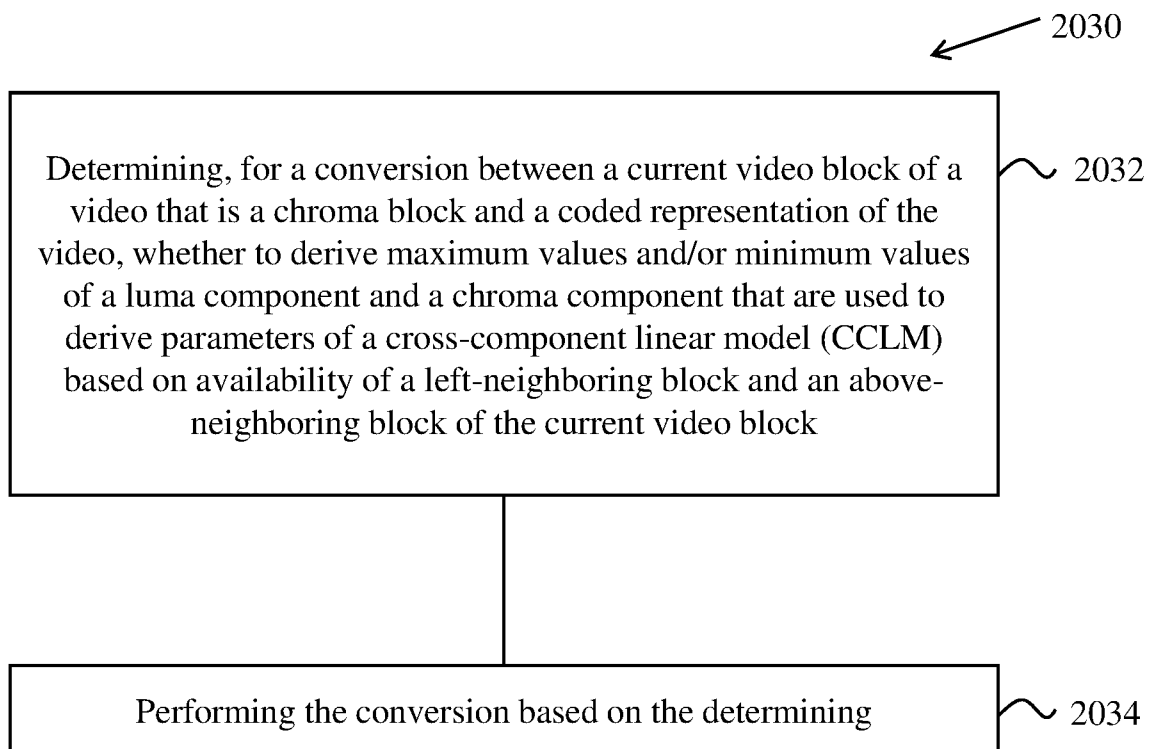


FIG. 20C

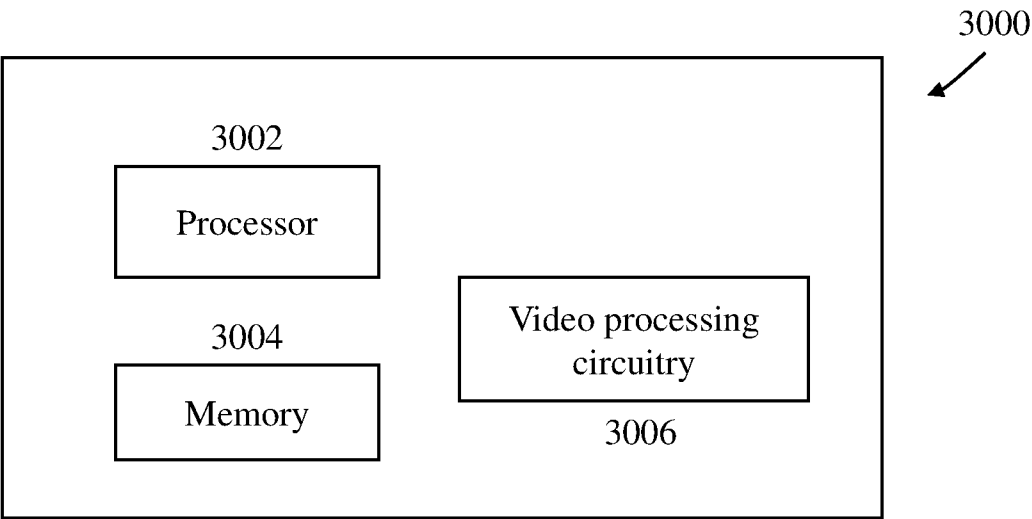


FIG. 21A

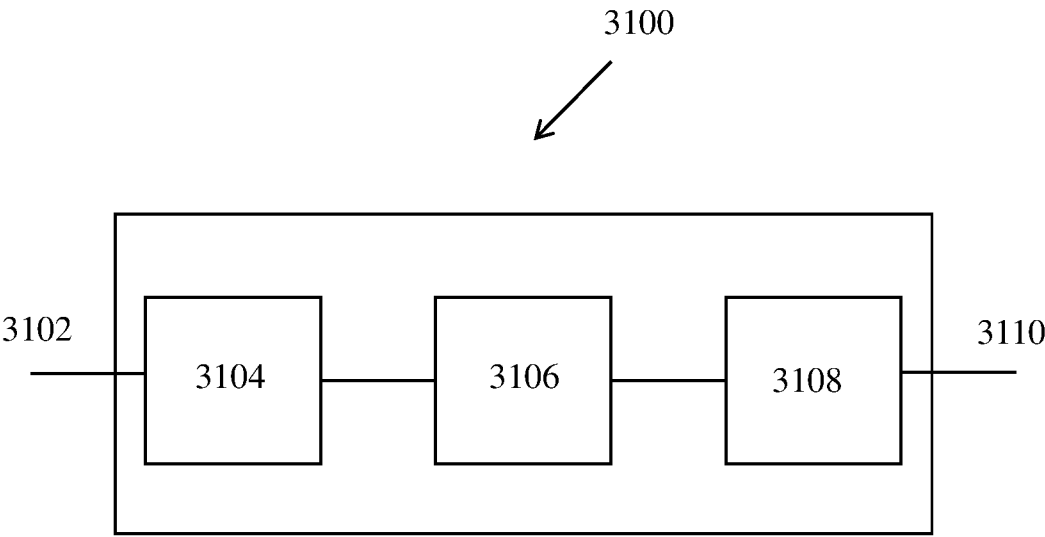


FIG. 21B

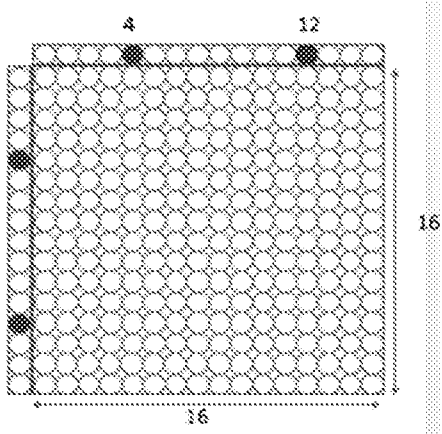


FIG. 22A

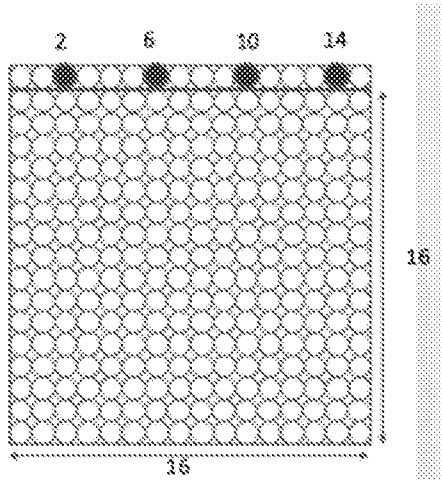


FIG. 22B

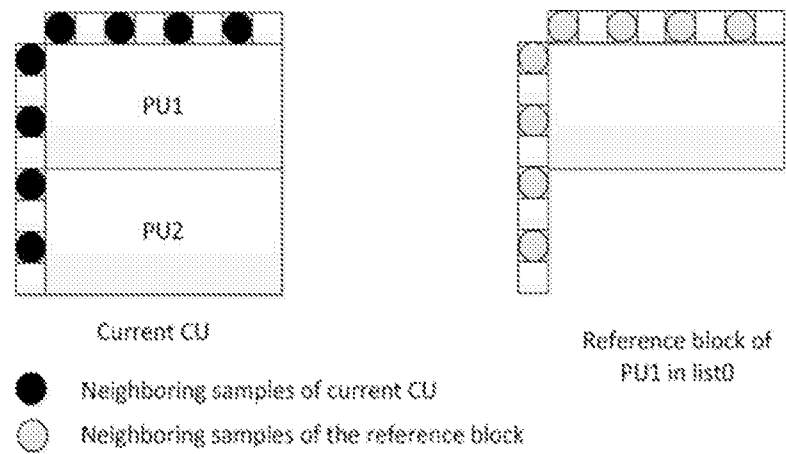


FIG. 23