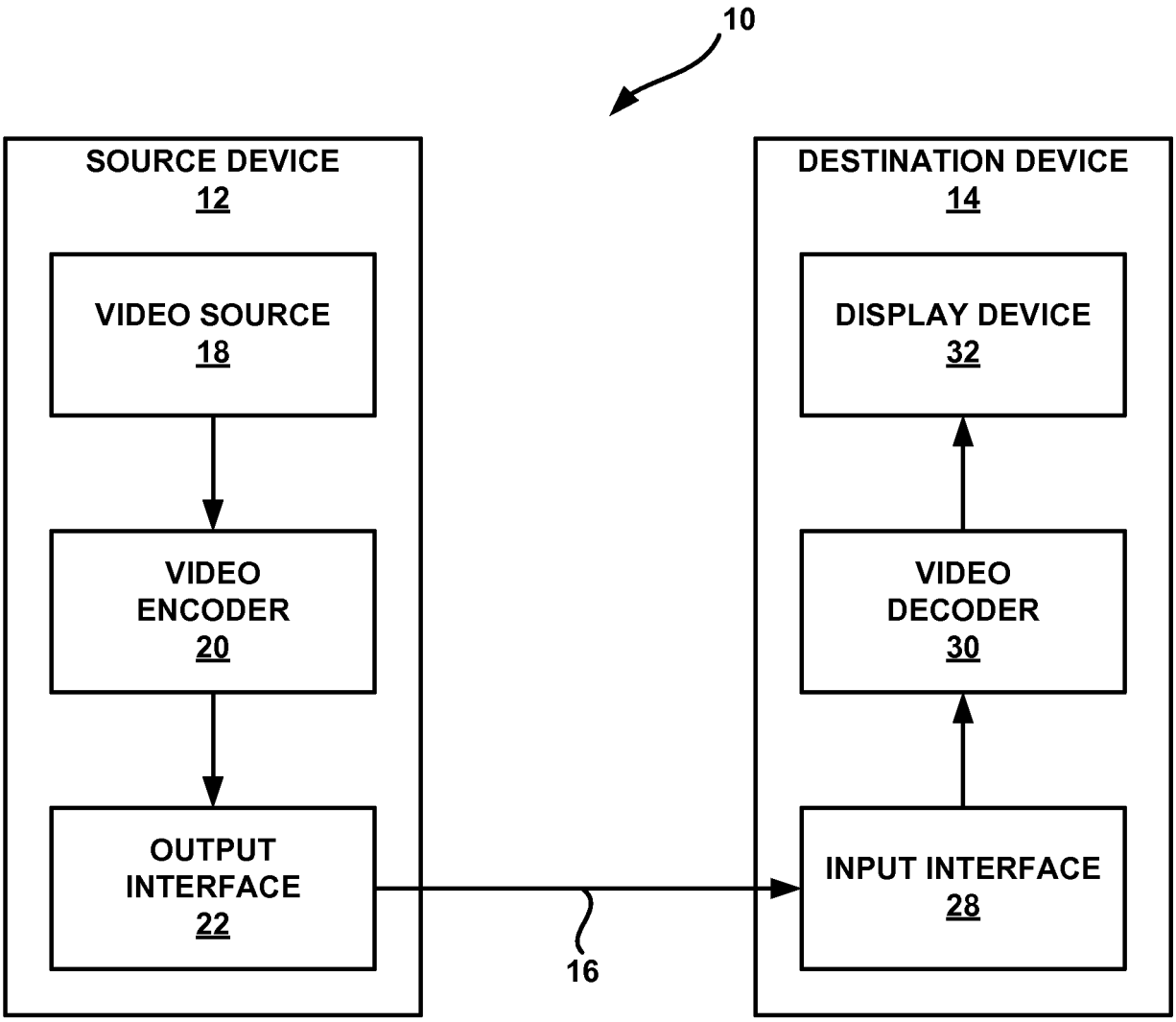

10
SOURCE DEVICE
12
VIDEO SOURCE
18
VIDEO
ENCODER
20
OUTPUT
INTERFACE
22
16
DESTINATION DEVICE
14
DISPLAY DEVICE
32
VIDEO
DECODER
30
INPUT INTERFACE
28

FIG. 1

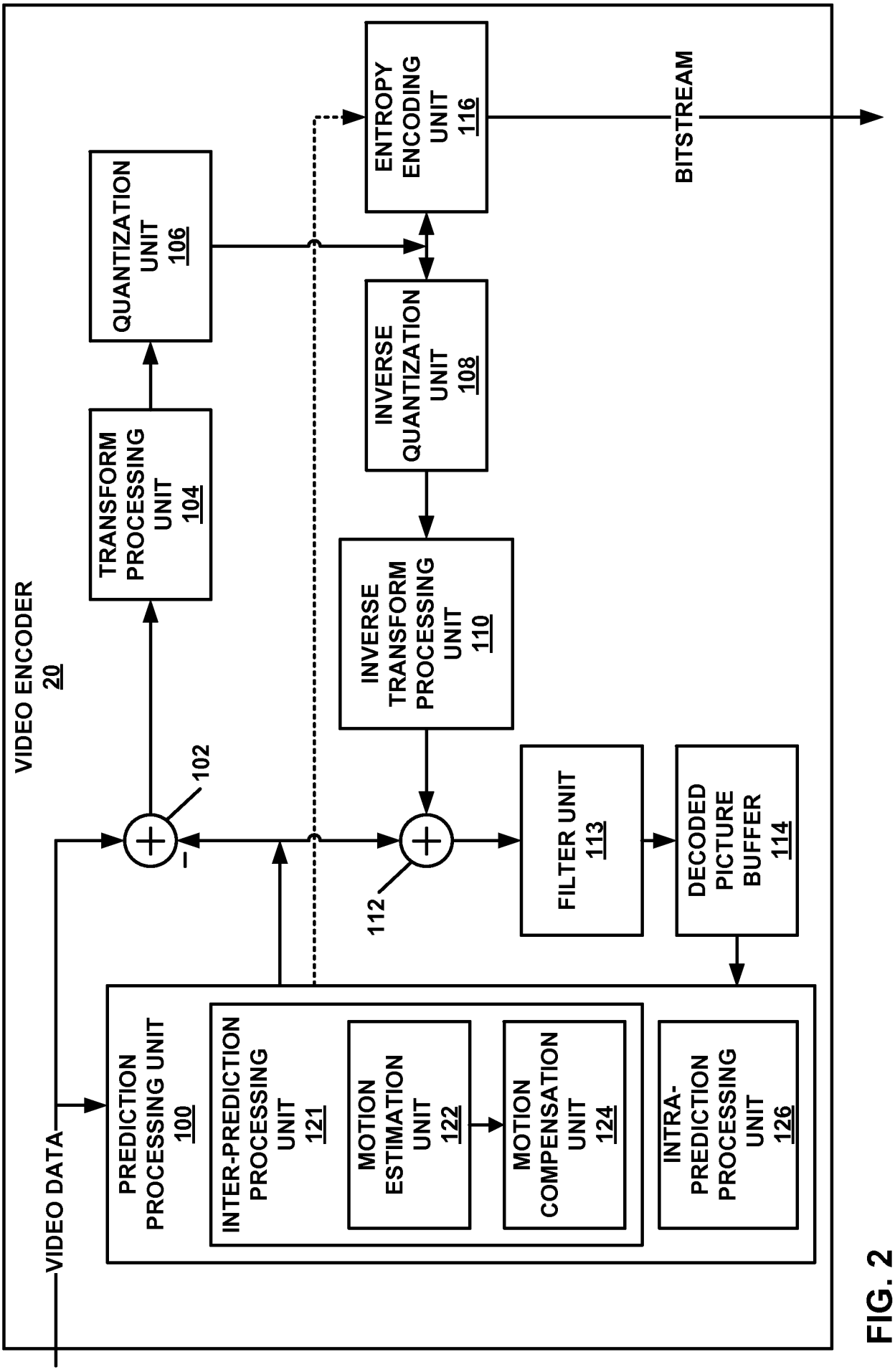

VIDEO ENCODER
20
VIDEO DATA
PREDICTION PROCESSING UNIT
100
INTER-PREDICTION PROCESSING UNIT
121
MOTION ESTIMATION UNIT
122
MOTION COMPENSATION UNIT
124
INTRA-PREDICTION PROCESSING UNIT
126
102
TRANSFORM PROCESSING UNIT
104
QUANTIZATION UNIT
106
INVERSE QUANTIZATION UNIT
108
INVERSE TRANSFORM PROCESSING UNIT
110
112
FILTER UNIT
113
DECODED PICTURE BUFFER
114
ENTROPY ENCODING UNIT
116
BITSTREAM

FIG. 2

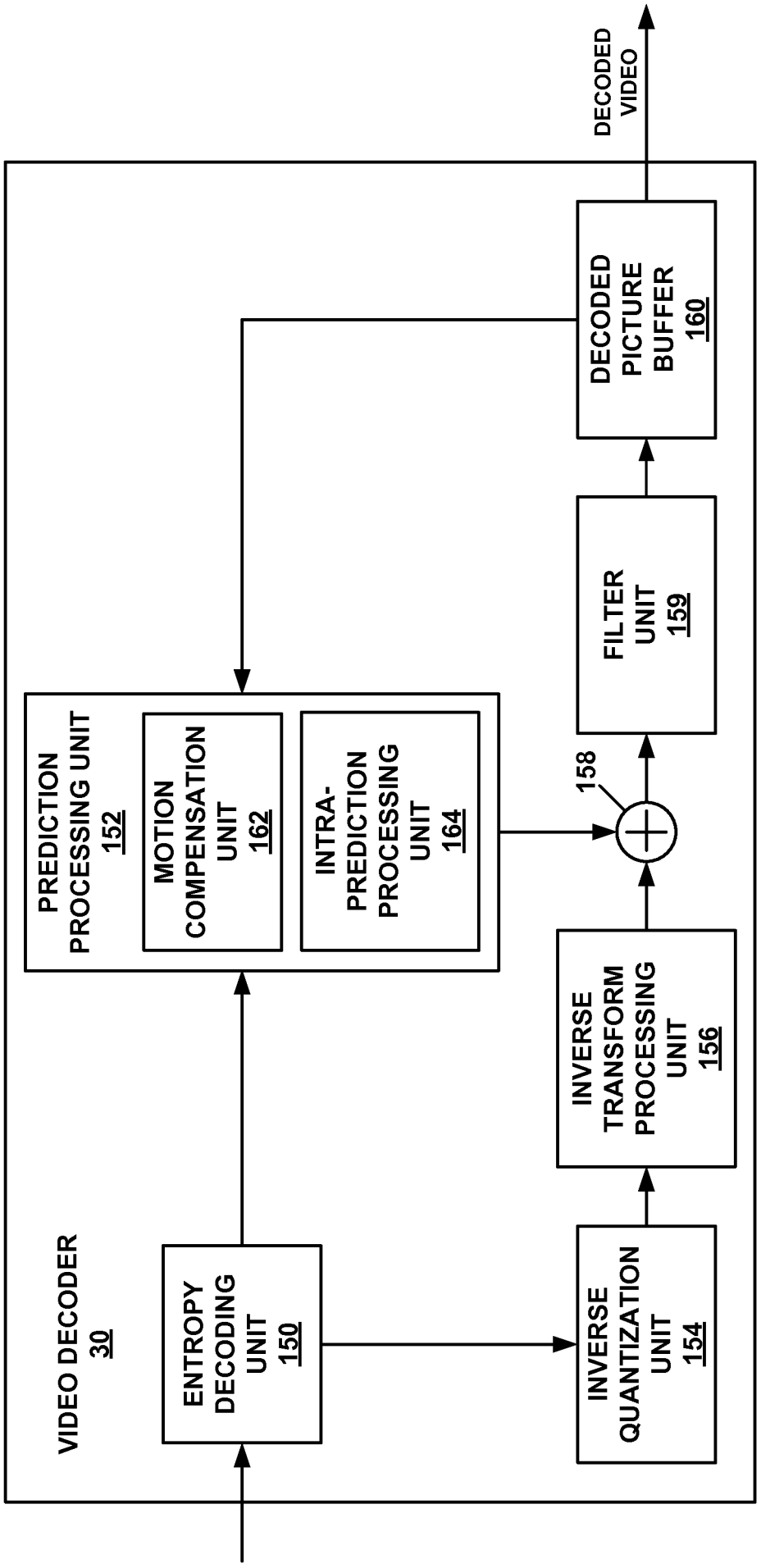

DECODED VIDEO
DECODED PICTURE BUFFER 160
FILTER UNIT 159
158
PREDICTION PROCESSING UNIT 152
MOTION COMPENSATION UNIT 162
INTRA-PREDICTION PROCESSING UNIT 164
INVERSE TRANSFORM PROCESSING UNIT 156
INVERSE QUANTIZATION UNIT 154
ENTROPY DECODING UNIT 150
VIDEO DECODER 30

FIG. 3

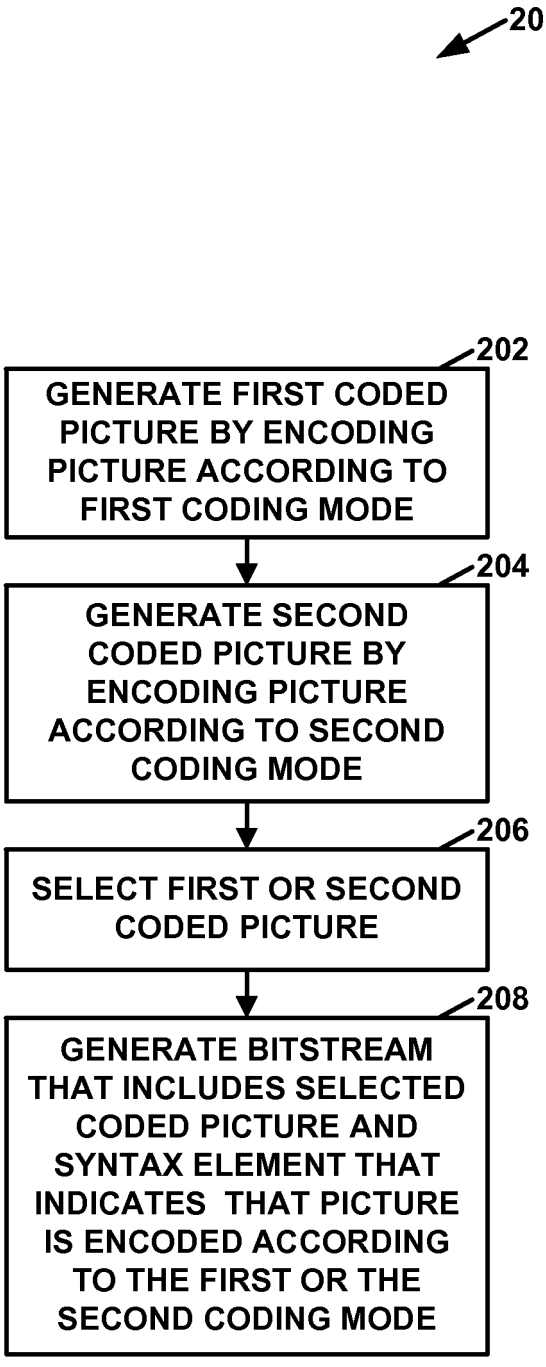

200
202
GENERATE FIRST CODED PICTURE BY ENCODING PICTURE ACCORDING TO FIRST CODING MODE
204
GENERATE SECOND CODED PICTURE BY ENCODING PICTURE ACCORDING TO SECOND CODING MODE
206
SELECT FIRST OR SECOND CODED PICTURE
208
GENERATE BITSTREAM THAT INCLUDES SELECTED CODED PICTURE AND SYNTAX ELEMENT THAT INDICATES THAT PICTURE IS ENCODED ACCORDING TO THE FIRST OR THE SECOND CODING MODE

FIG. 4

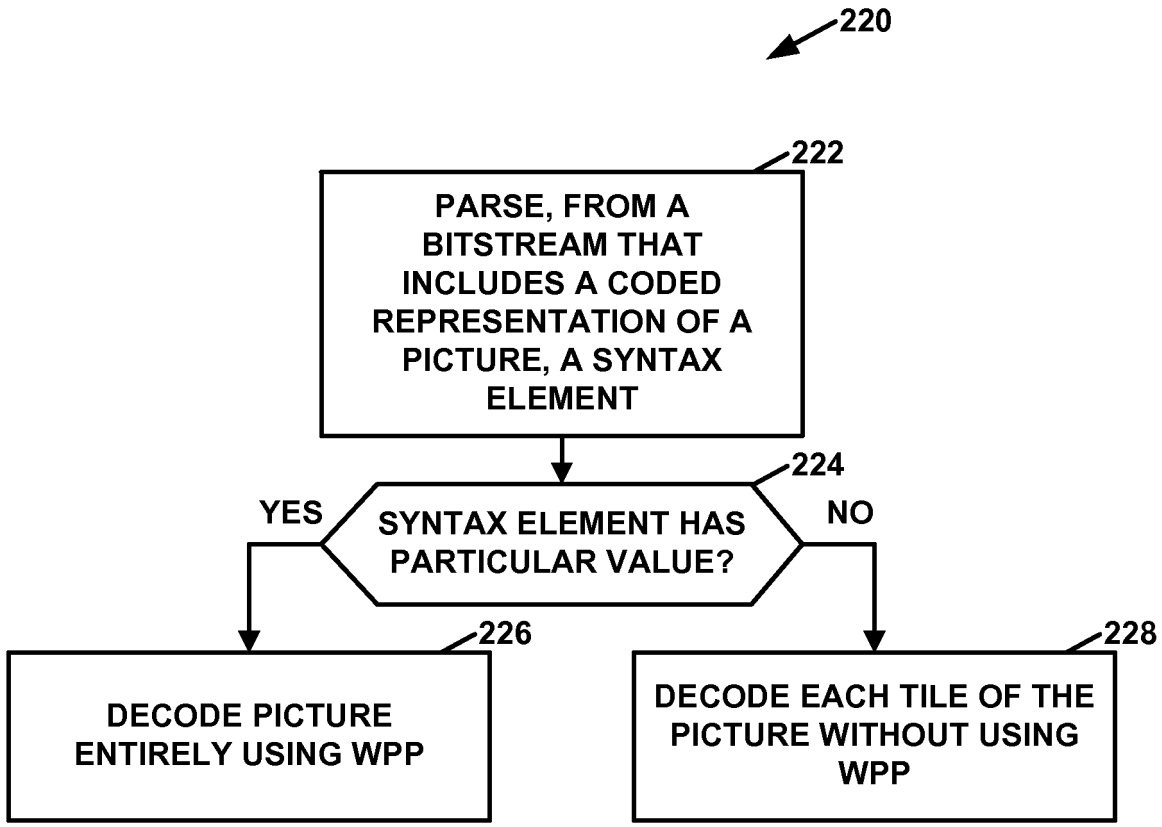

220
222
PARSE, FROM A BITSTREAM THAT INCLUDES A CODED REPRESENTATION OF A PICTURE, A SYNTAX ELEMENT
224
SYNTAX ELEMENT HAS PARTICULAR VALUE?
YES
NO
226
DECODE PICTURE ENTIRELY USING WPP
228
DECODE EACH TILE OF THE PICTURE WITHOUT USING WPP

FIG. 5

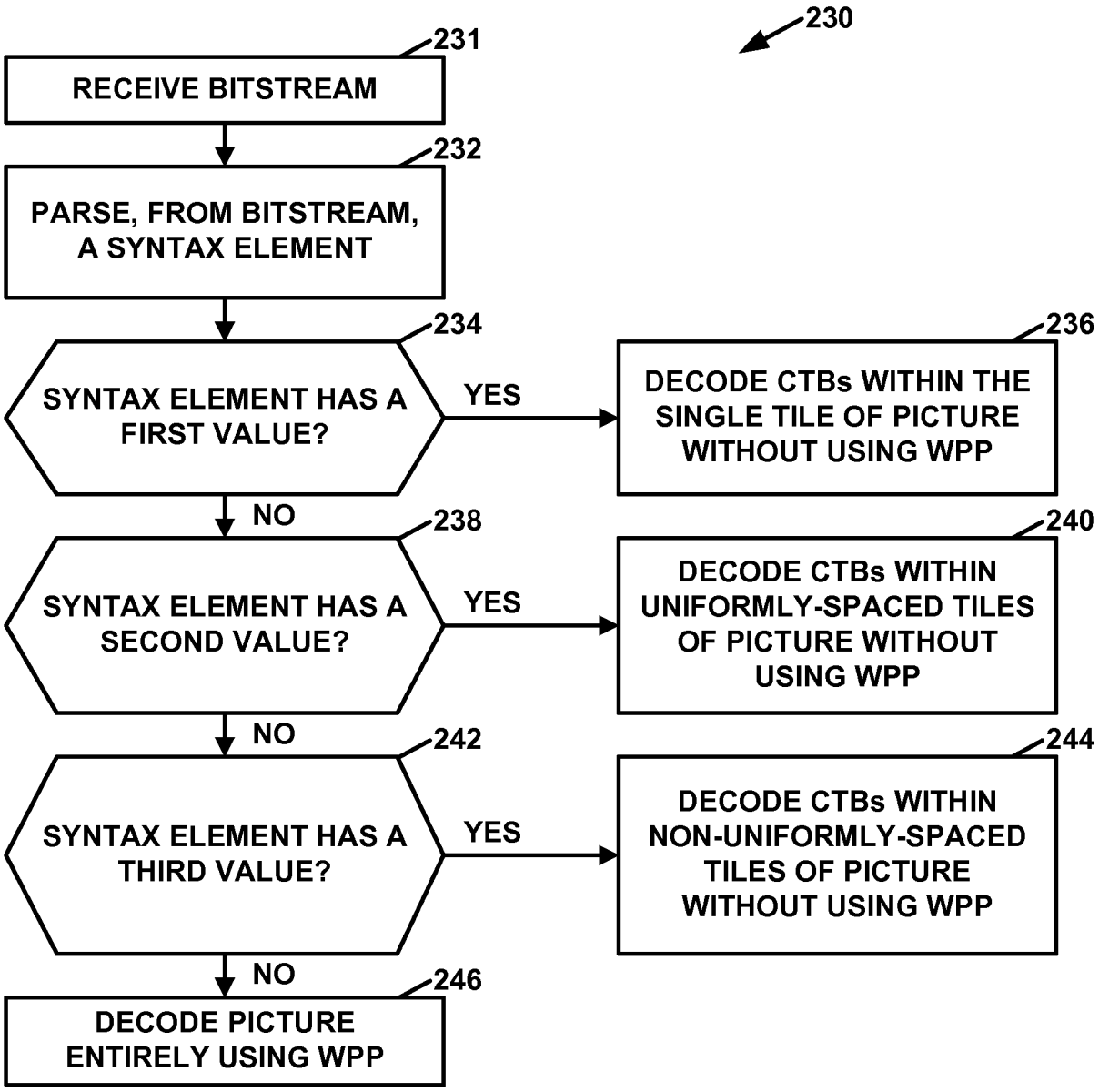

230
231
RECEIVE BITSTREAM
232
PARSE, FROM BITSTREAM, A SYNTAX ELEMENT
234
SYNTAX ELEMENT HAS A FIRST VALUE?
YES
236
DECODE CTBs WITHIN THE SINGLE TILE OF PICTURE WITHOUT USING WPP
NO
238
SYNTAX ELEMENT HAS A SECOND VALUE?
YES
240
DECODE CTBs WITHIN UNIFORMLY-SPACED TILES OF PICTURE WITHOUT USING WPP
NO
242
SYNTAX ELEMENT HAS A THIRD VALUE?
YES
244
DECODE CTBs WITHIN NON-UNIFORMLY-SPACED TILES OF PICTURE WITHOUT USING WPP
NO
246
DECODE PICTURE ENTIRELY USING WPP

FIG. 6

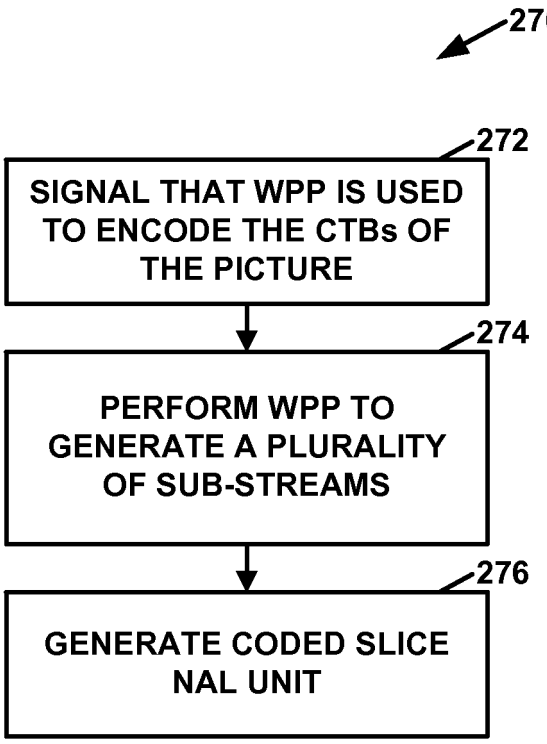

270
272
SIGNAL THAT WPP IS USED TO ENCODE THE CTBs OF THE PICTURE
274
PERFORM WPP TO GENERATE A PLURALITY OF SUB-STREAMS
276
GENERATE CODED SLICE NAL UNIT

FIG. 7

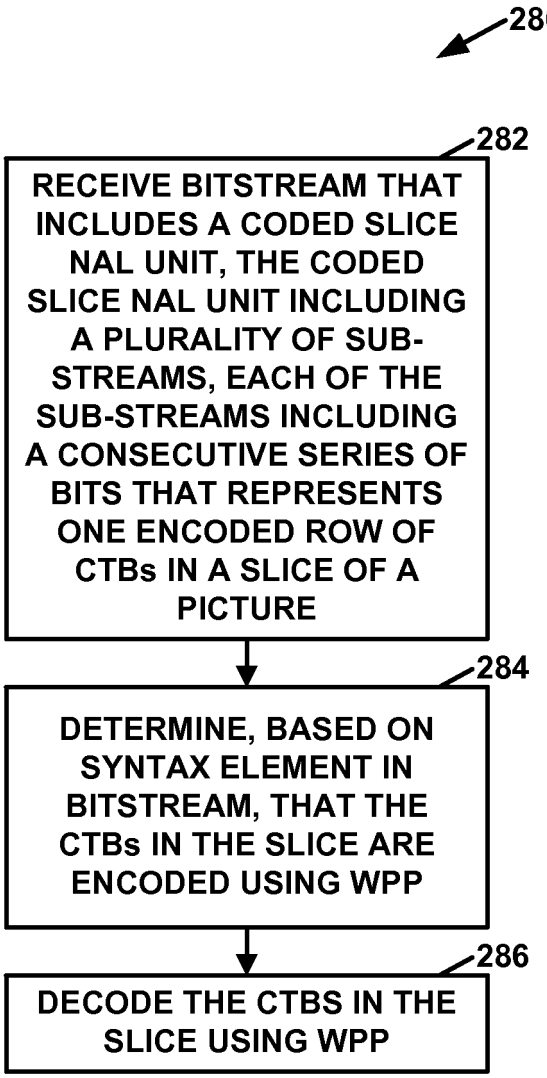

280
282
RECEIVE BITSTREAM THAT INCLUDES A CODED SLICE NAL UNIT, THE CODED SLICE NAL UNIT INCLUDING A PLURALITY OF SUB-STREAMS, EACH OF THE SUB-STREAMS INCLUDING A CONSECUTIVE SERIES OF BITS THAT REPRESENTS ONE ENCODED ROW OF CTBs IN A SLICE OF A PICTURE
284
DETERMINE, BASED ON SYNTAX ELEMENT IN BITSTREAM, THAT THE CTBs IN THE SLICE ARE ENCODED USING WPP
286
DECODE THE CTBS IN THE SLICE USING WPP

FIG. 8

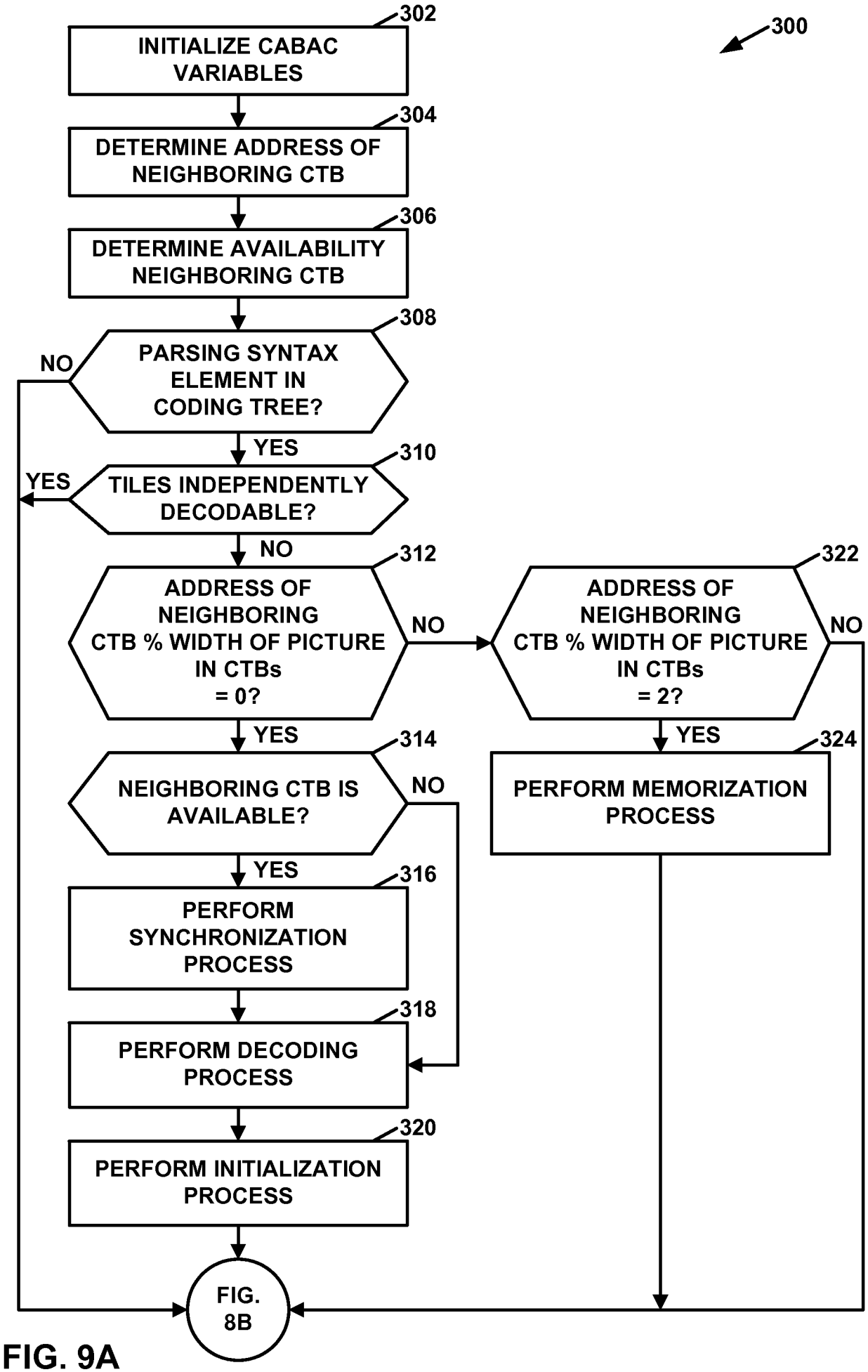

300
302
INITIALIZE CABAC VARIABLES
304
DETERMINE ADDRESS OF NEIGHBORING CTB
306
DETERMINE AVAILABILITY NEIGHBORING CTB
308
PARSING SYNTAX ELEMENT IN CODING TREE?
NO
YES
310
TILES INDEPENDENTLY DECODABLE?
YES
NO
312
ADDRESS OF NEIGHBORING CTB % WIDTH OF PICTURE IN CTBs = 0?
NO
322
ADDRESS OF NEIGHBORING CTB % WIDTH OF PICTURE IN CTBs = 2?
NO
YES
314
NEIGHBORING CTB IS AVAILABLE?
NO
YES
324
PERFORM MEMORIZATION PROCESS
316
PERFORM SYNCHRONIZATION PROCESS
318
PERFORM DECODING PROCESS
320
PERFORM INITIALIZATION PROCESS
FIG. 8B

FIG. 9A

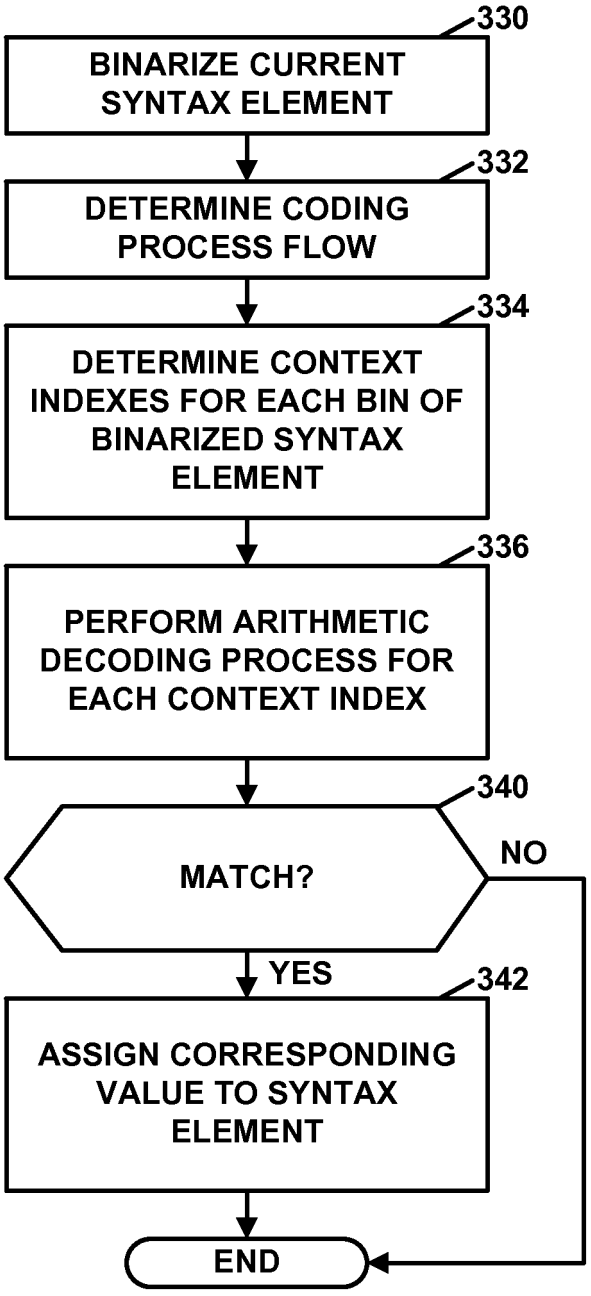

330
BINARIZE CURRENT SYNTAX ELEMENT
332
DETERMINE CODING PROCESS FLOW
334
DETERMINE CONTEXT INDEXES FOR EACH BIN OF BINARIZED SYNTAX ELEMENT
336
PERFORM ARITHMETIC DECODING PROCESS FOR EACH CONTEXT INDEX
340
MATCH?
NO
YES
342
ASSIGN CORRESPONDING VALUE TO SYNTAX ELEMENT
END

FIG. 9B

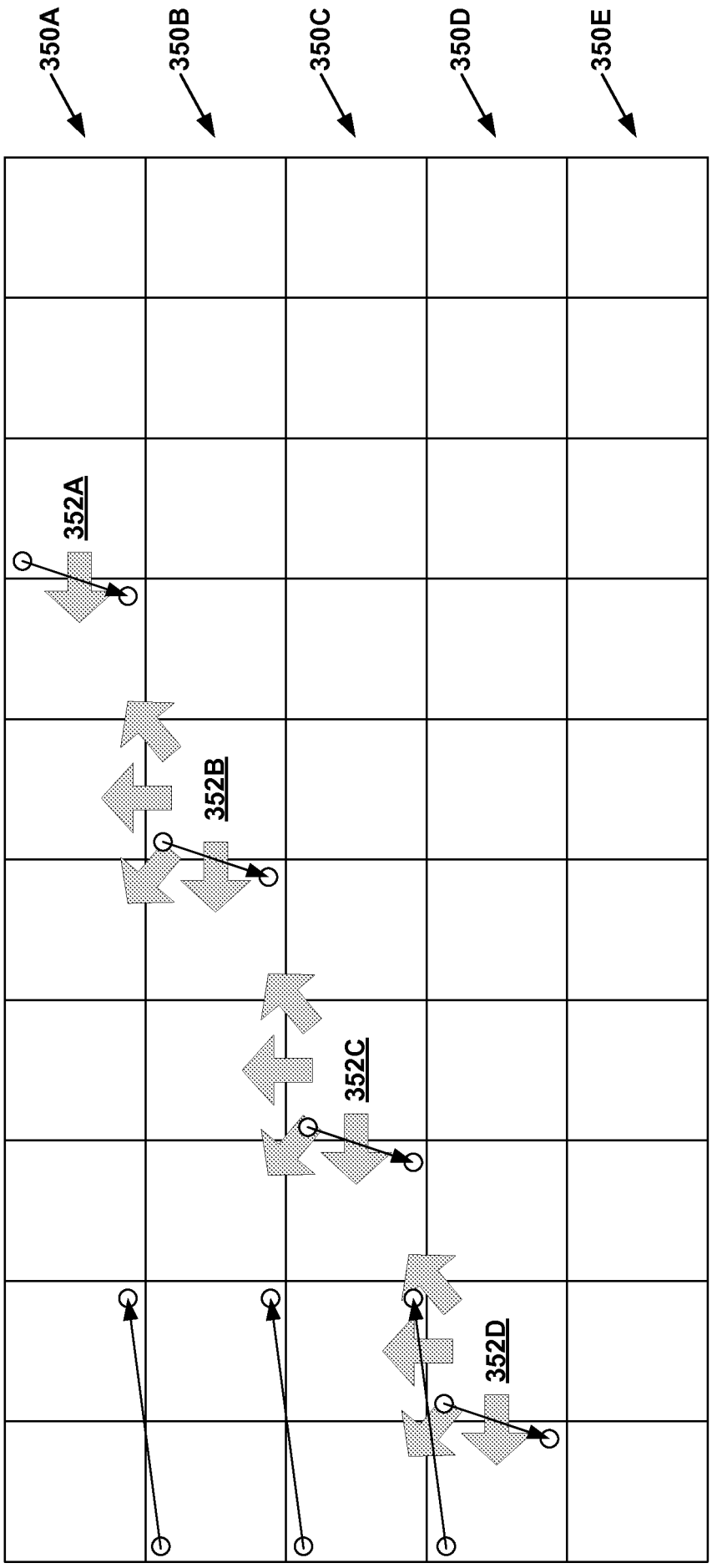


FIG. 10

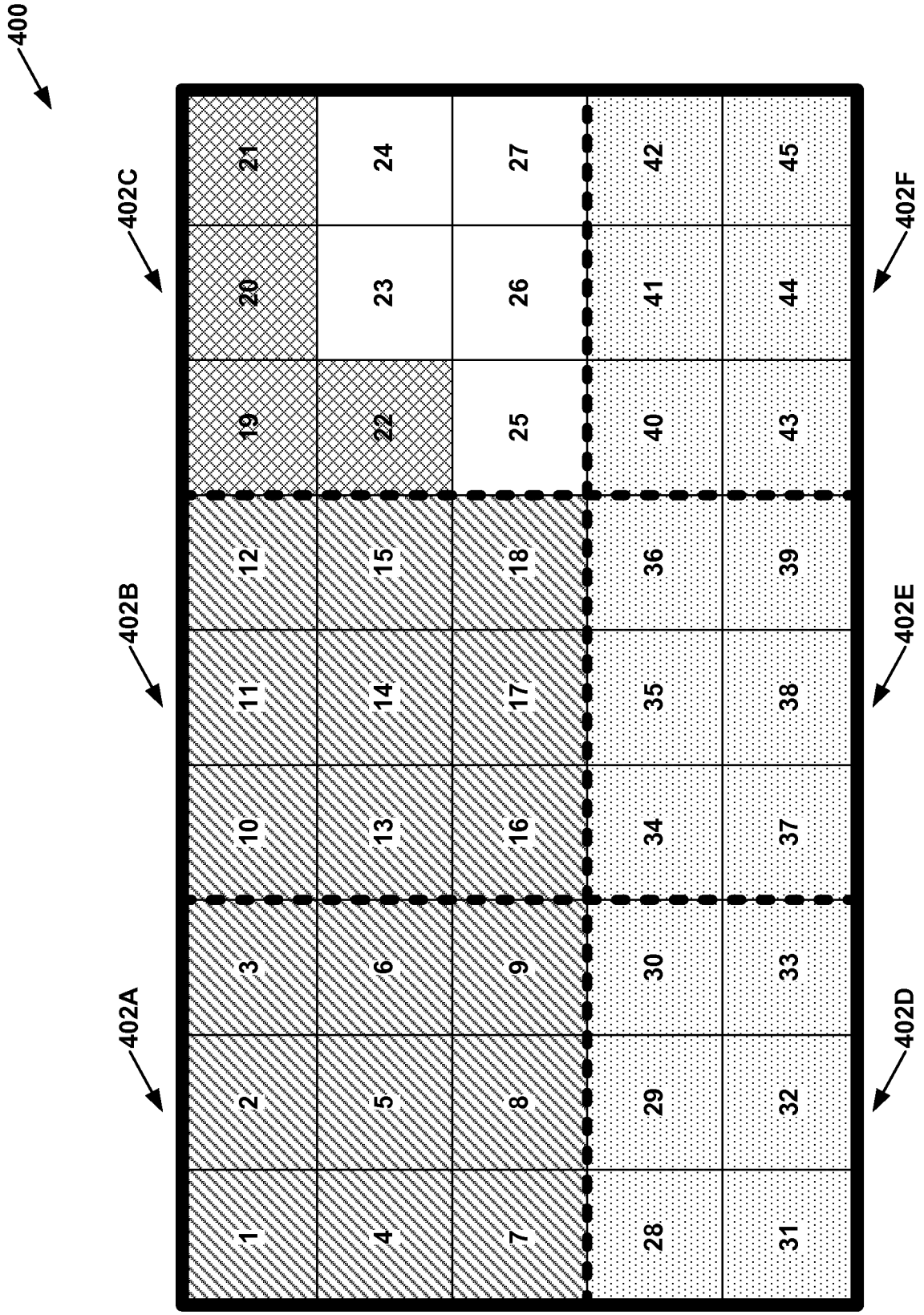

400
402A
402B
402C
402D
402E
402F
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FIG. 11