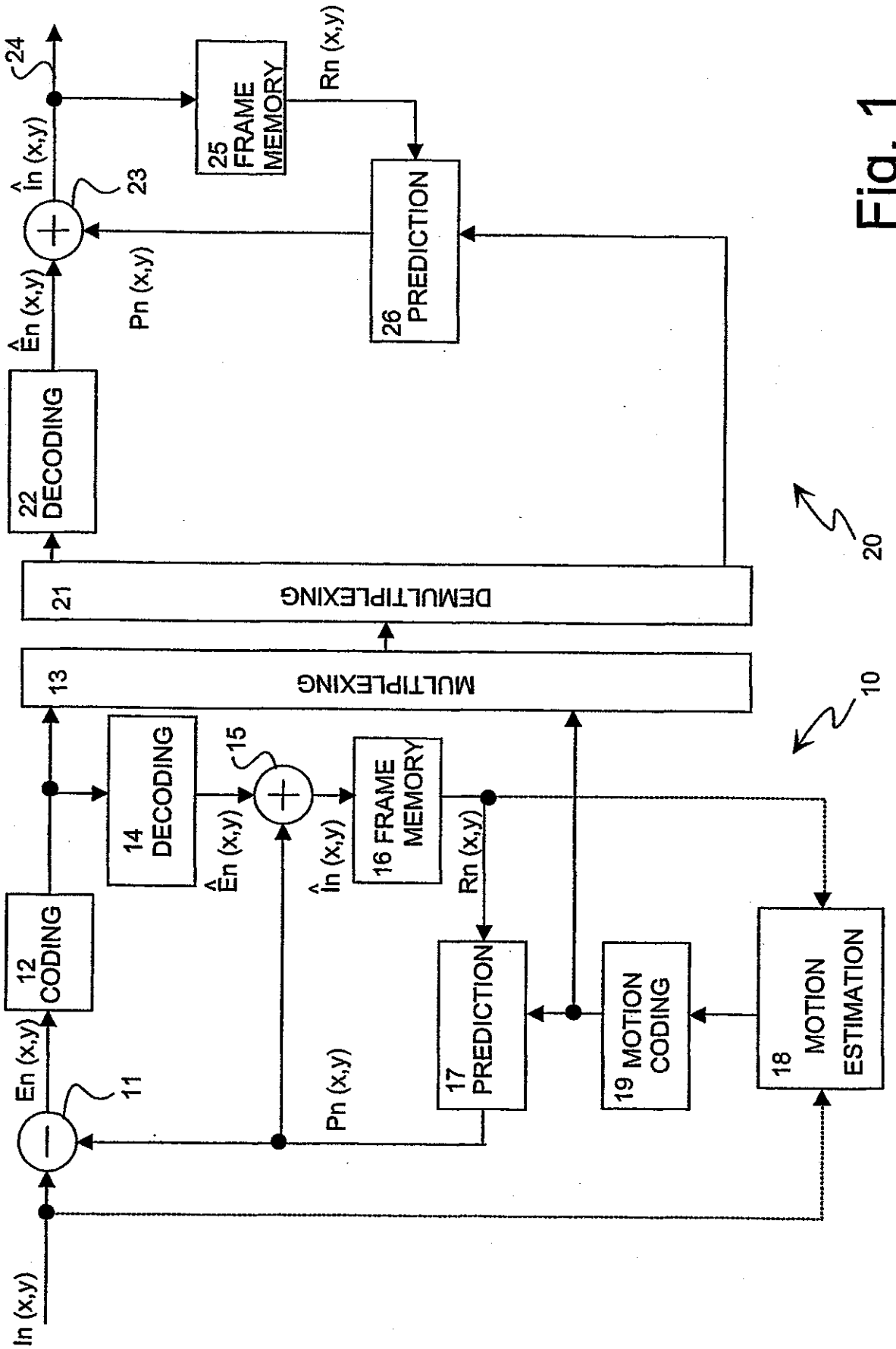

In (x,y)
En (x,y)
11
12 CODING
Pn (x,y)
14 DECODING
15
16 FRAME MEMORY
Rn (x,y)
17 PREDICTION
19 MOTION CODING
18 MOTION ESTIMATION
10
13 MULTIPLEXING
21 DEMULTIPLEXING
20
22 DECODING
23
24
25 FRAME MEMORY
26 PREDICTION

Fig. 1

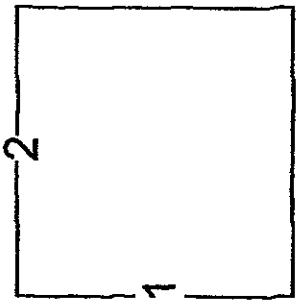

2
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Fig. 3

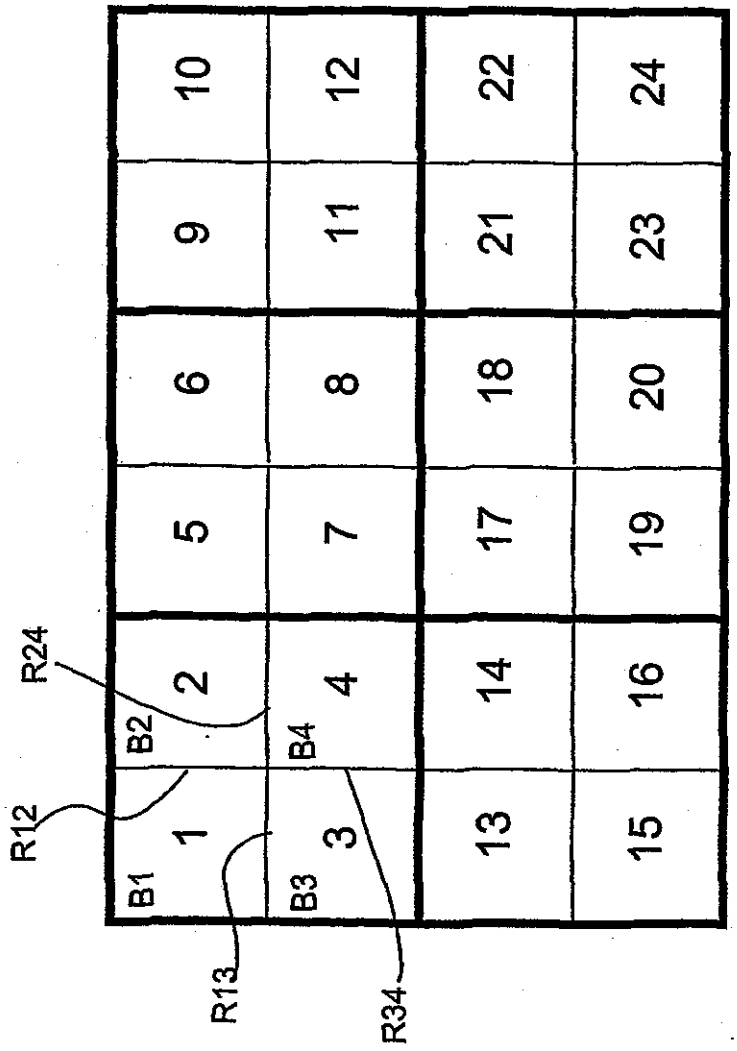

R24
R12
R13
R34
B1
B2
B3
B4
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Fig. 2

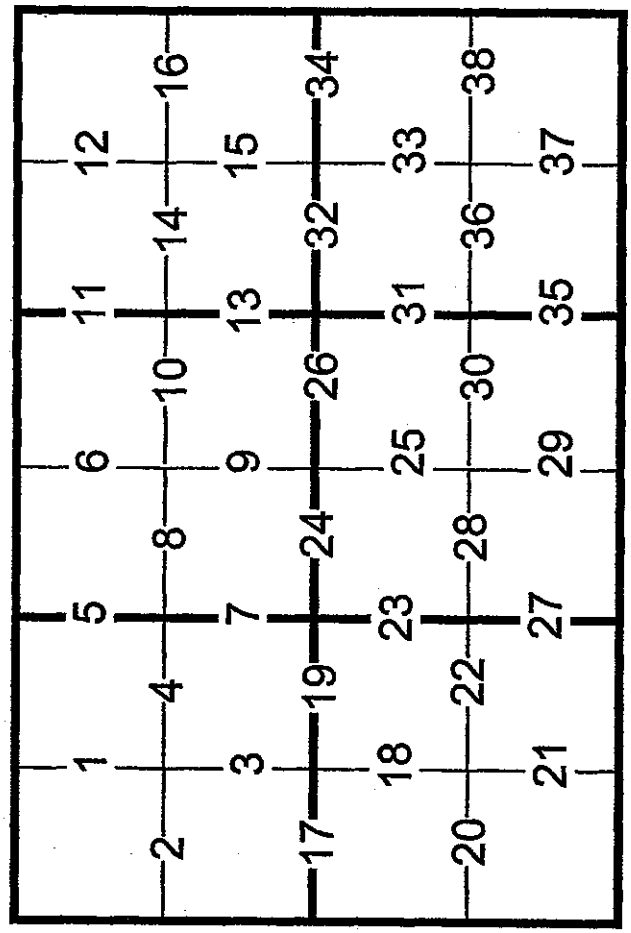

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Fig. 4

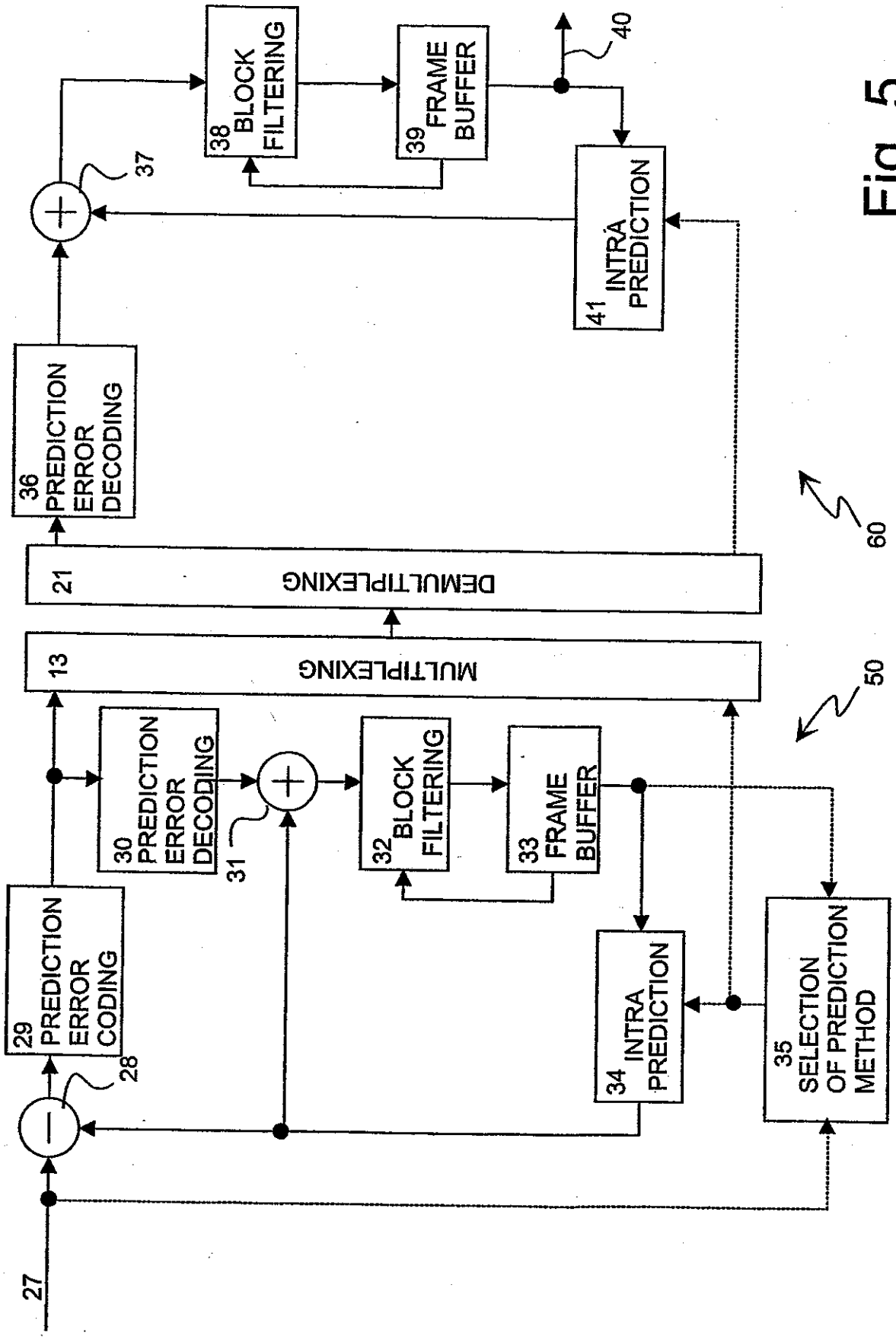

27
29 PREDICTION ERROR CODING
28
30 PREDICTION ERROR DECODING
31
32 BLOCK FILTERING
33 FRAME BUFFER
34 INTRA PREDICTION
35 SELECTION OF PREDICTION METHOD
13 MULTIPLEXING
21 DEMULTIPLEXING
36 PREDICTION ERROR DECODING
37
38 BLOCK FILTERING
39 FRAME BUFFER
40
41 INTRA PREDICTION
50
60

Fig. 5

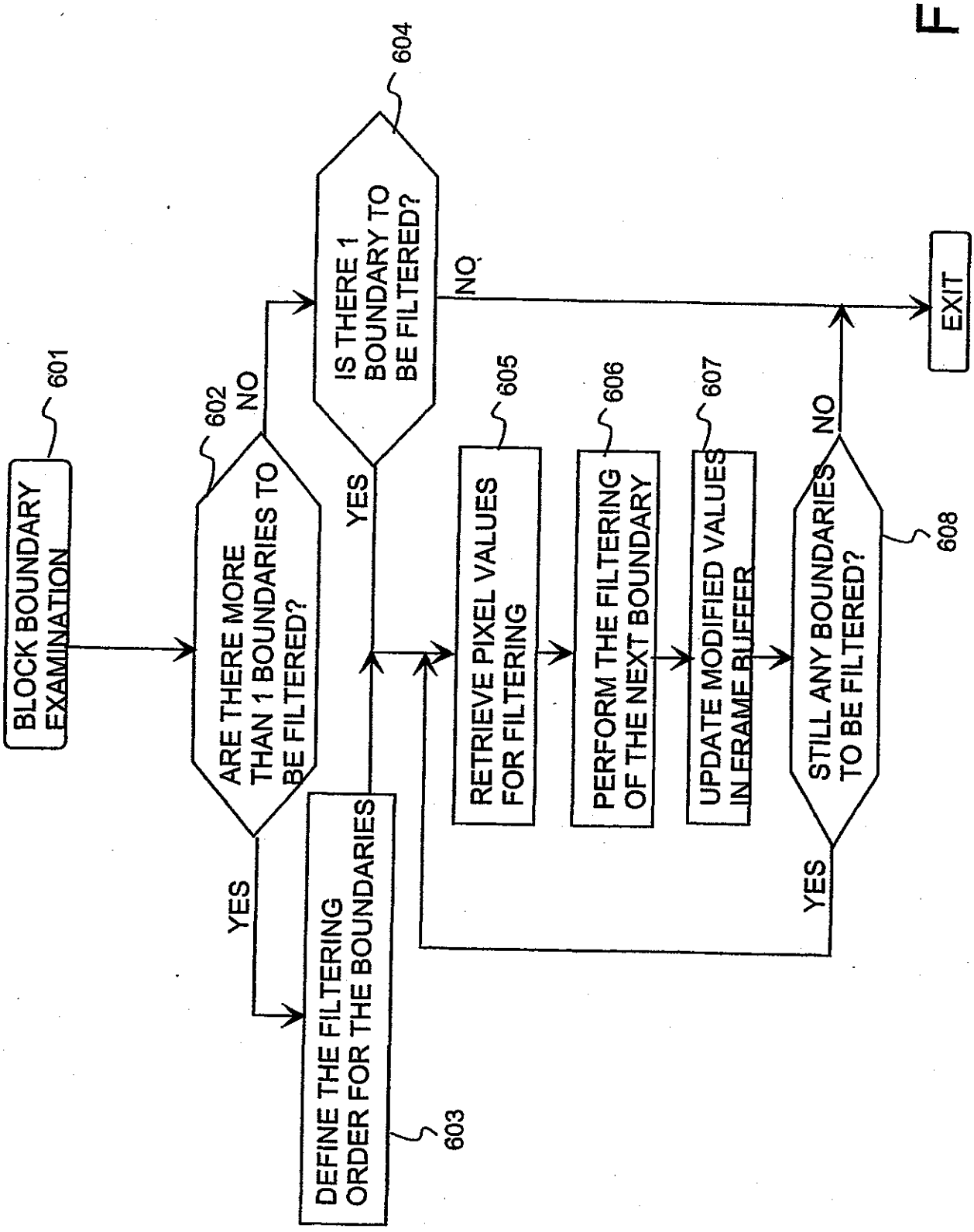

BLOCK BOUNDARY EXAMINATION
601
ARE THERE MORE THAN 1 BOUNDARIES TO BE FILTERED?
602
NO
YES
IS THERE 1 BOUNDARY TO BE FILTERED?
604
NO
YES
EXIT
DEFINE THE FILTERING ORDER FOR THE BOUNDARIES
603
RETRIEVE PIXEL VALUES FOR FILTERING
605
PERFORM THE FILTERING OF THE NEXT BOUNDARY
606
UPDATE MODIFIED VALUES IN FRAME BUFFER
607
STILL ANY BOUNDARIES TO BE FILTERED?
608
NO
YES

Fig. 6

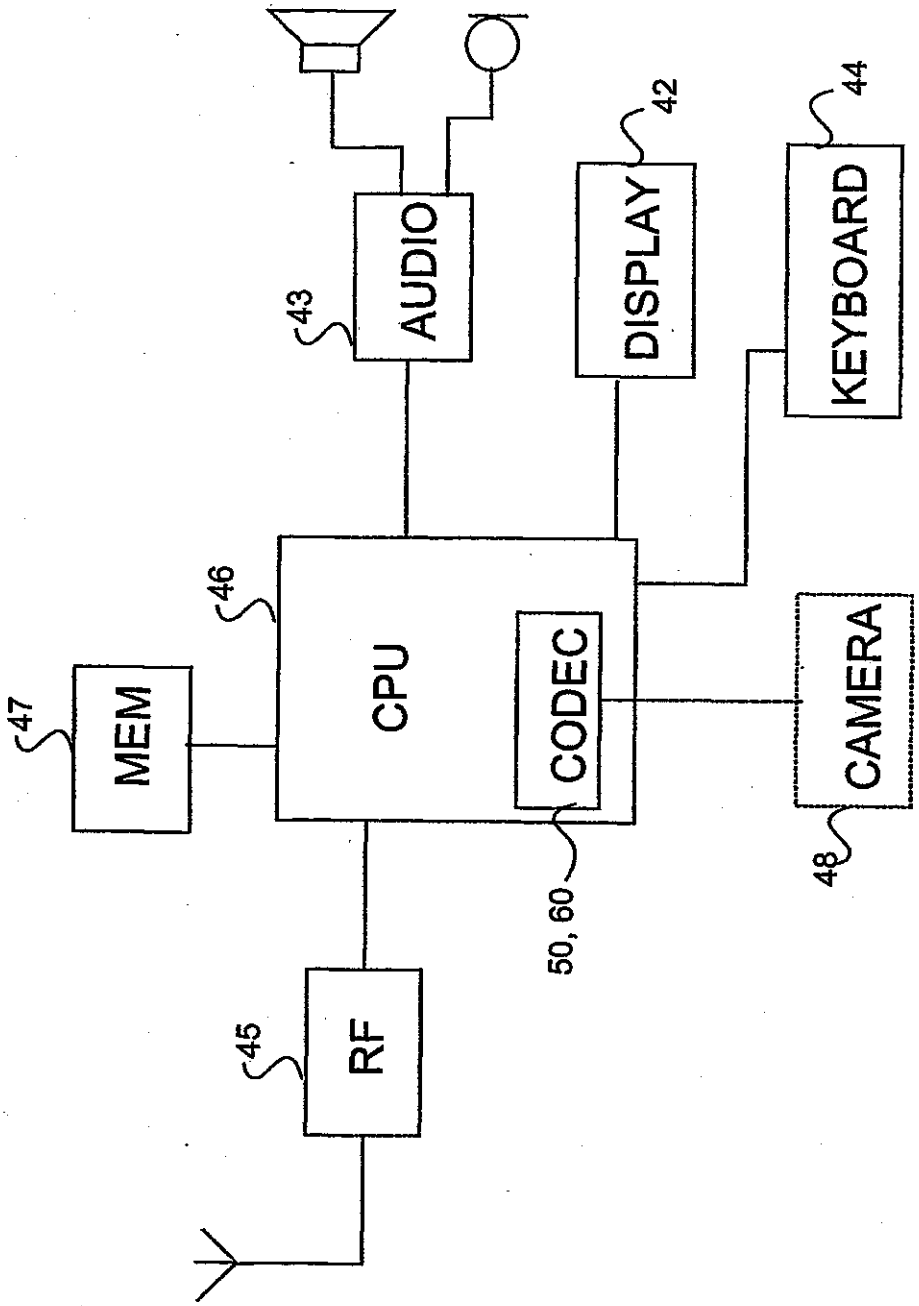

AUDIO
43
DISPLAY
42
KEYBOARD
44
CPU
46
CODEC
MEM
47
CAMERA
48
50, 60
RF
45

Fig. 7