

FIG. 1

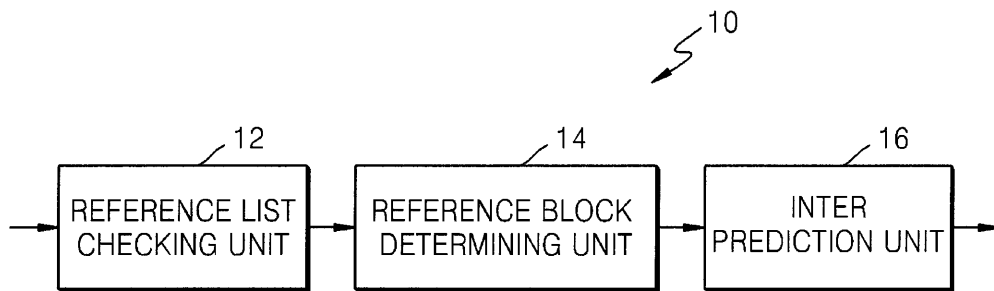


FIG. 2

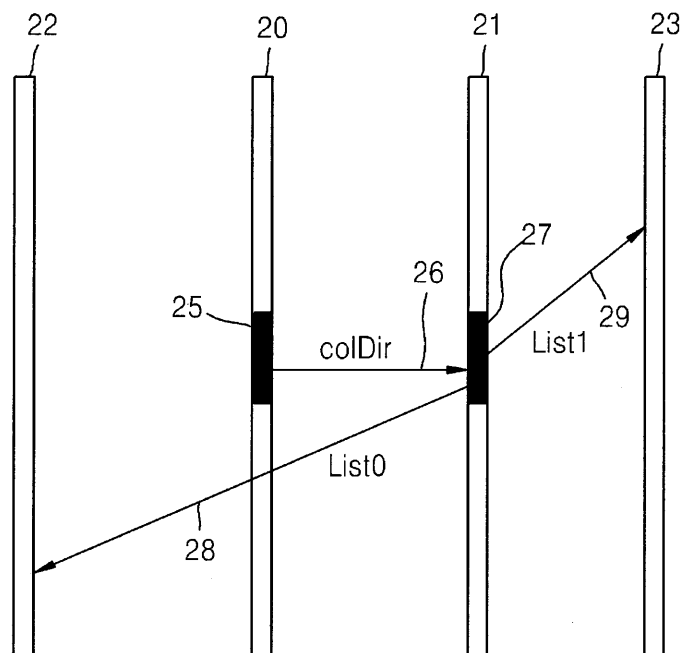


FIG. 3

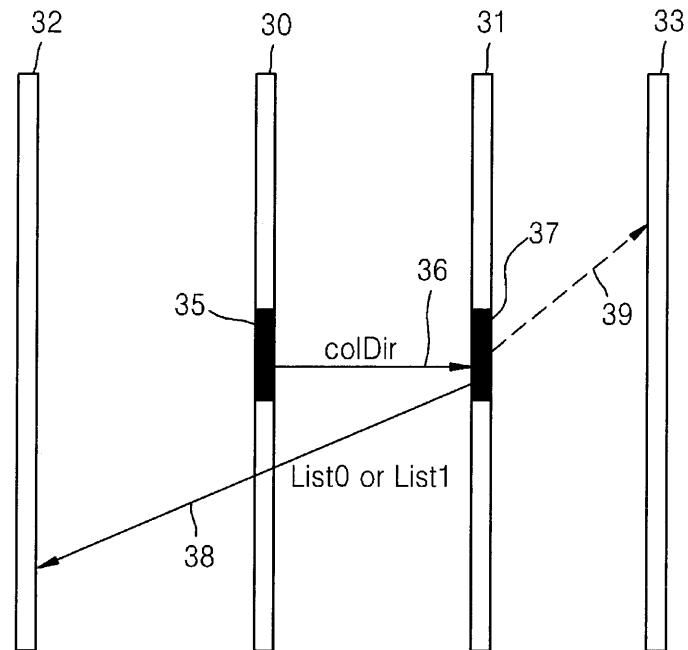


FIG. 4

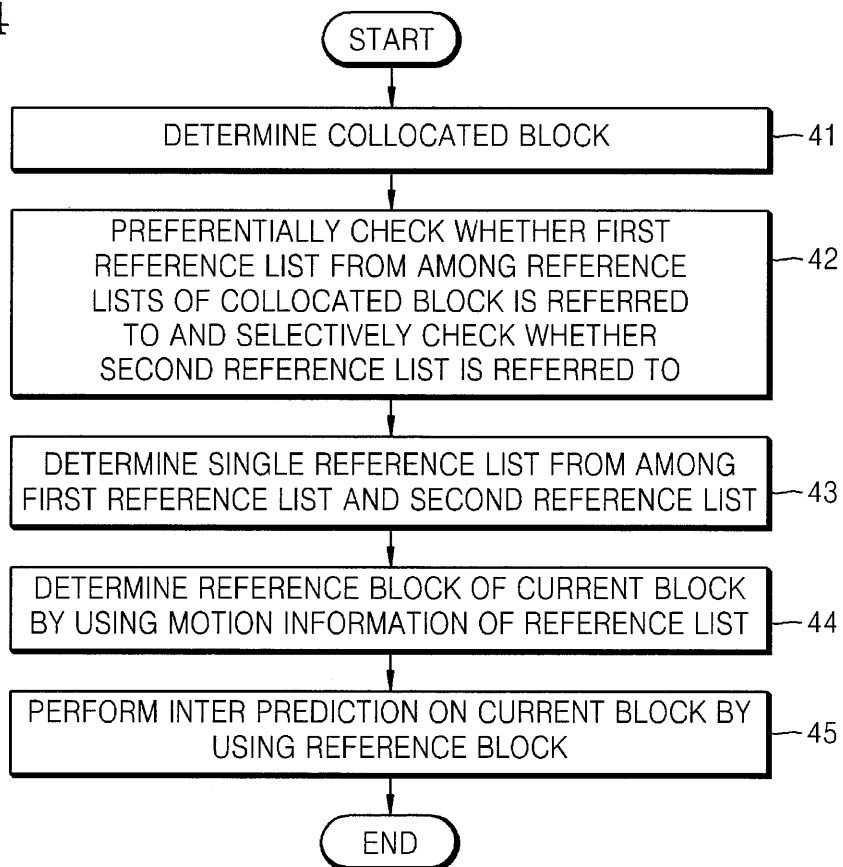


FIG. 5

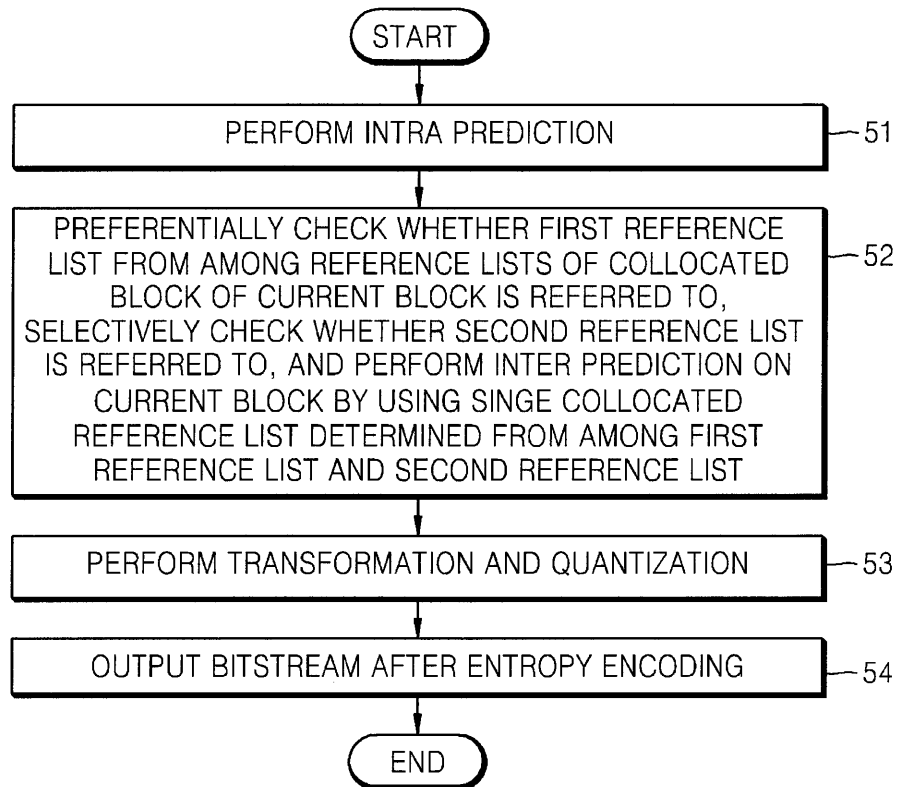


FIG. 6

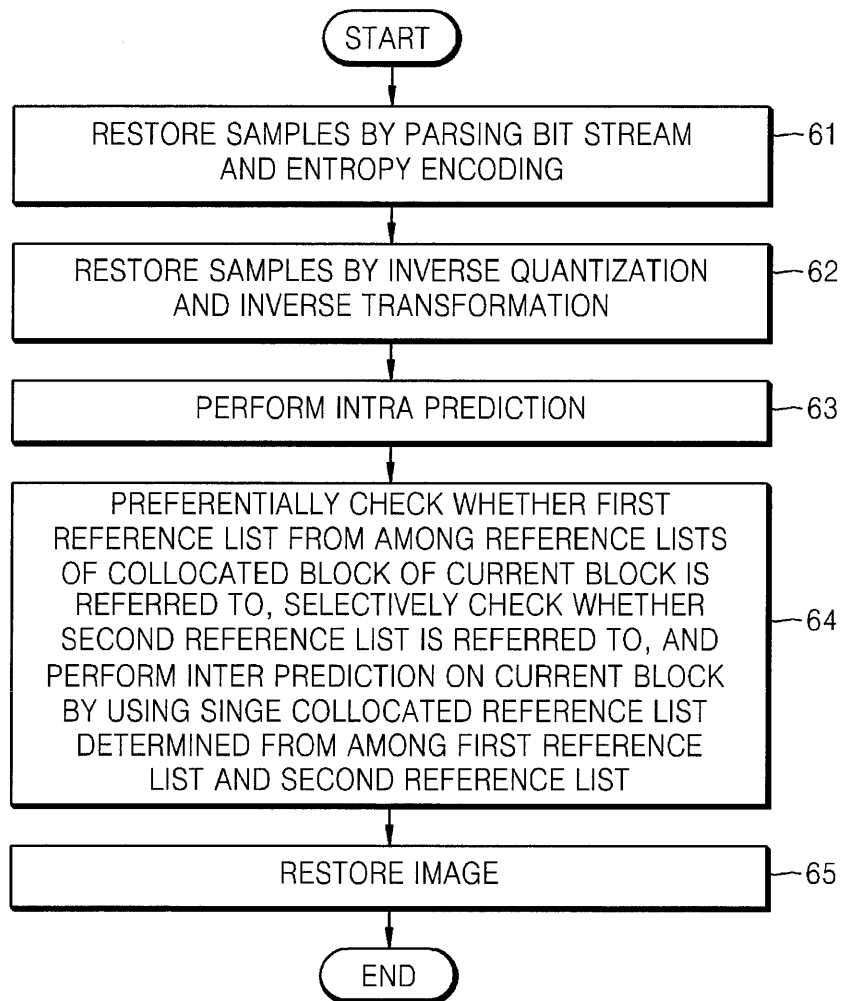


FIG. 7

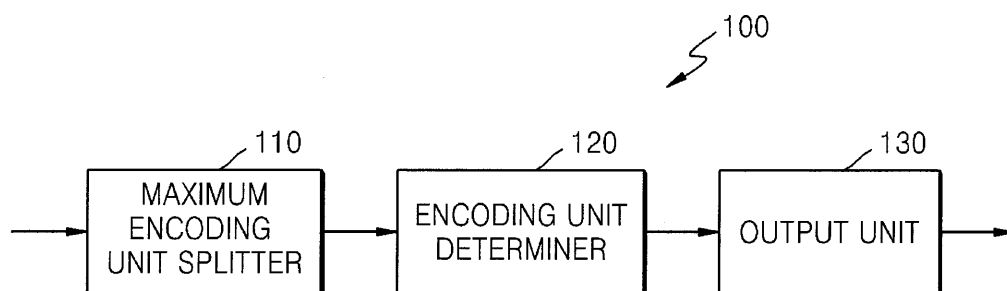


FIG. 8

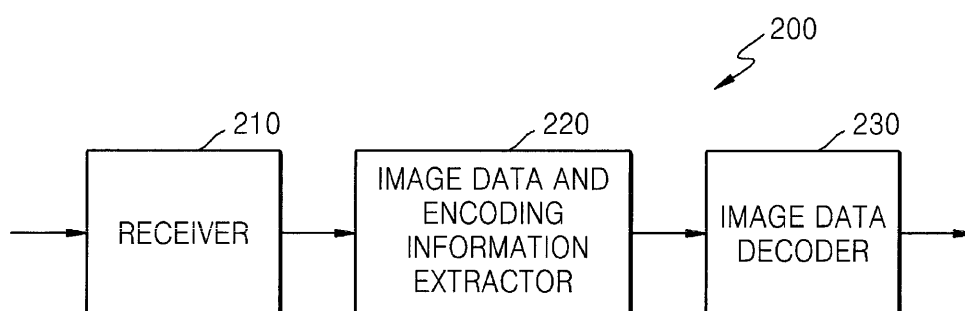


FIG. 9

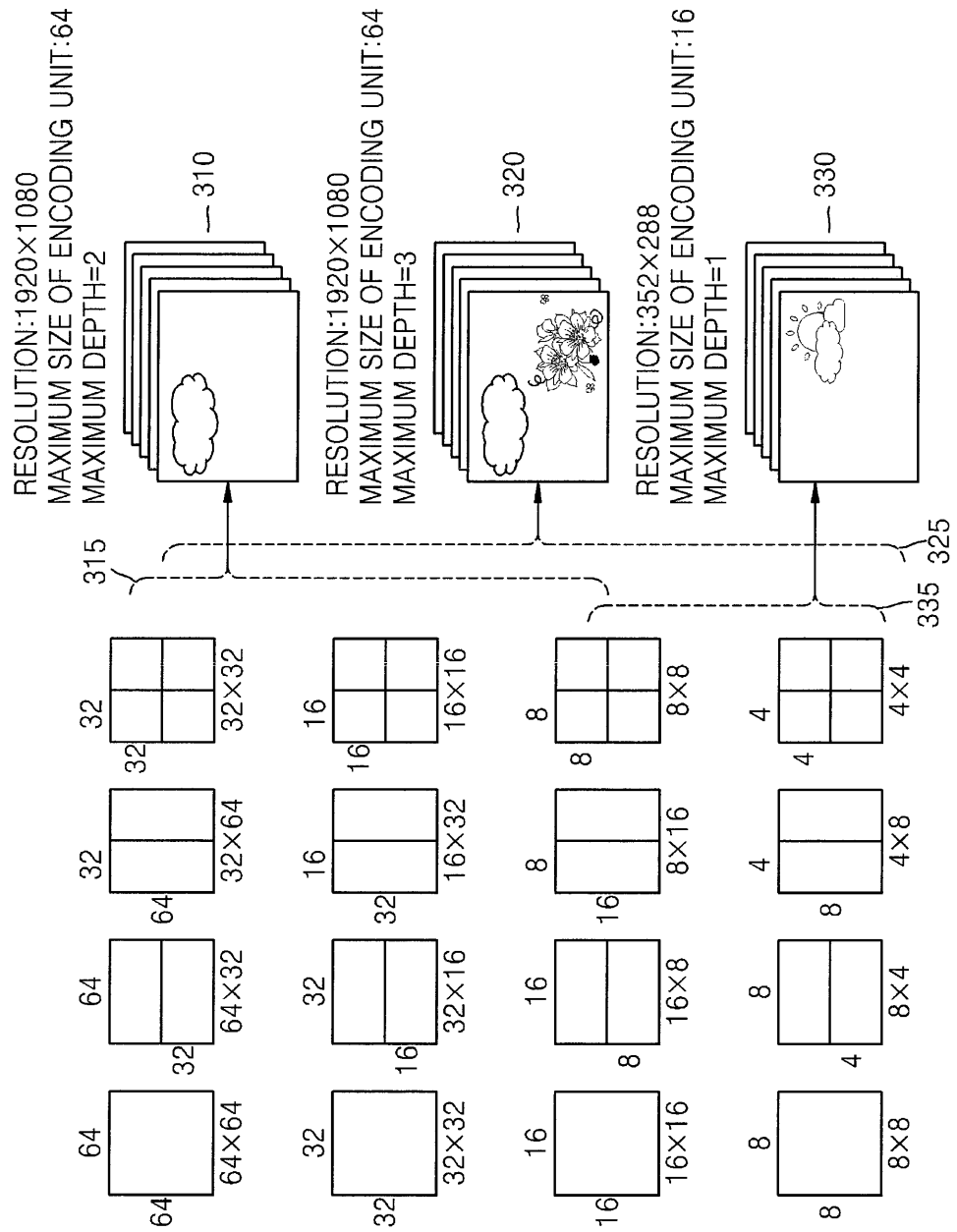


FIG. 10

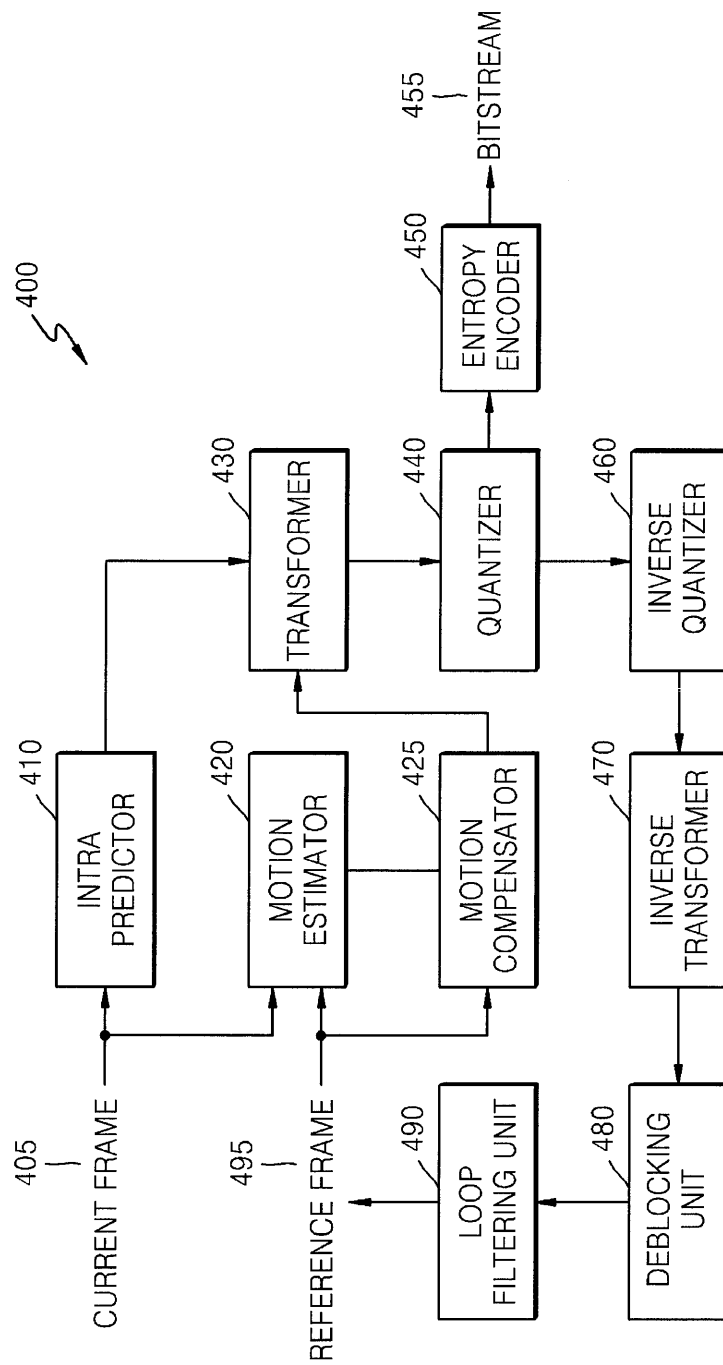


FIG. 11

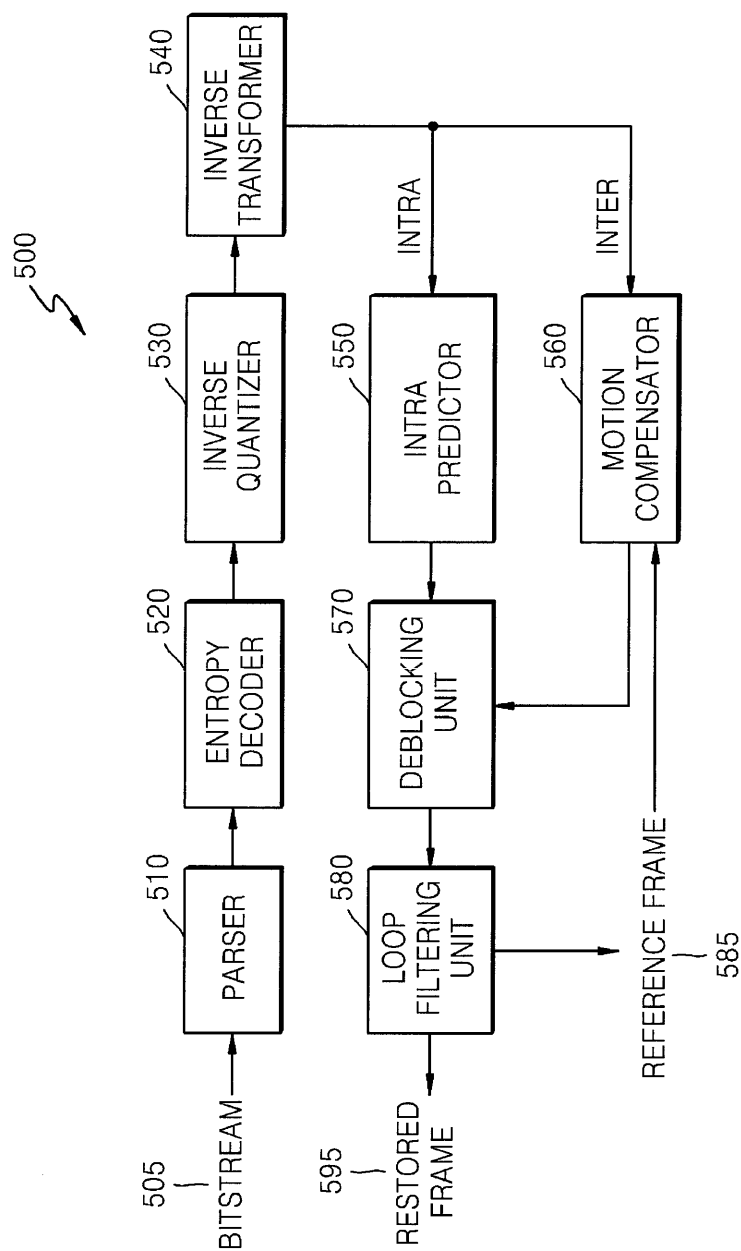


Diagram illustrating a hierarchical video encoding unit structure. The input is a 600x600 frame. The maximum depth of the encoding hierarchy is 3, and the maximum width of an encoding unit is 64. The units are organized into a 4x4 grid of blocks. The top-left block is a 64x64 unit. The top-right block is a 64x32 unit. The bottom-left block is a 32x32 unit. The bottom-right block is a 32x16 unit. The diagram also shows a 'DEEPER ENCODING UNIT' and a 'PREDICTION UNIT/PARTITION'.

FIG. 13

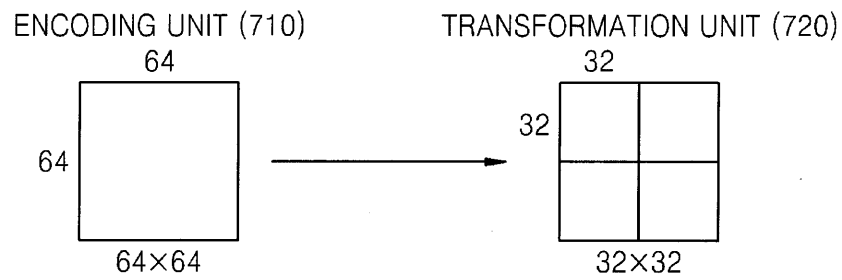


FIG. 14

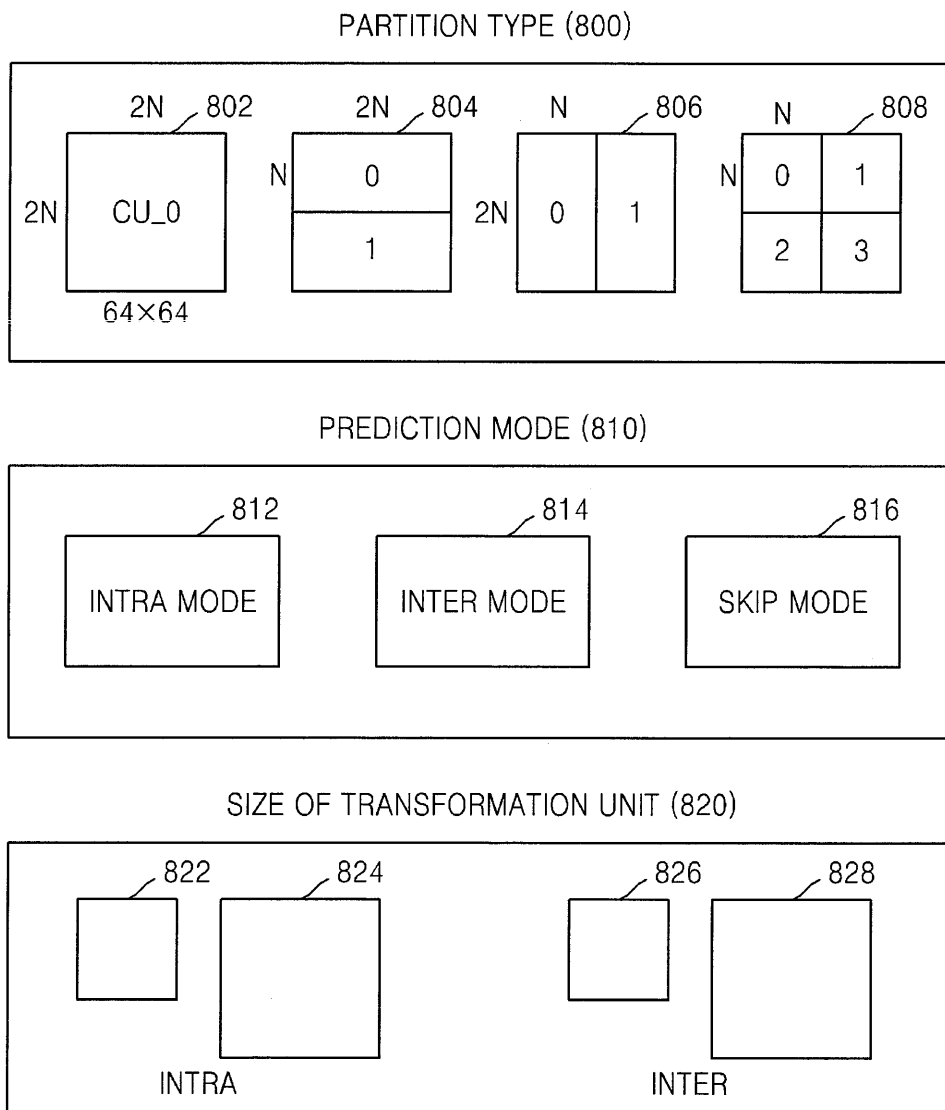


FIG. 15

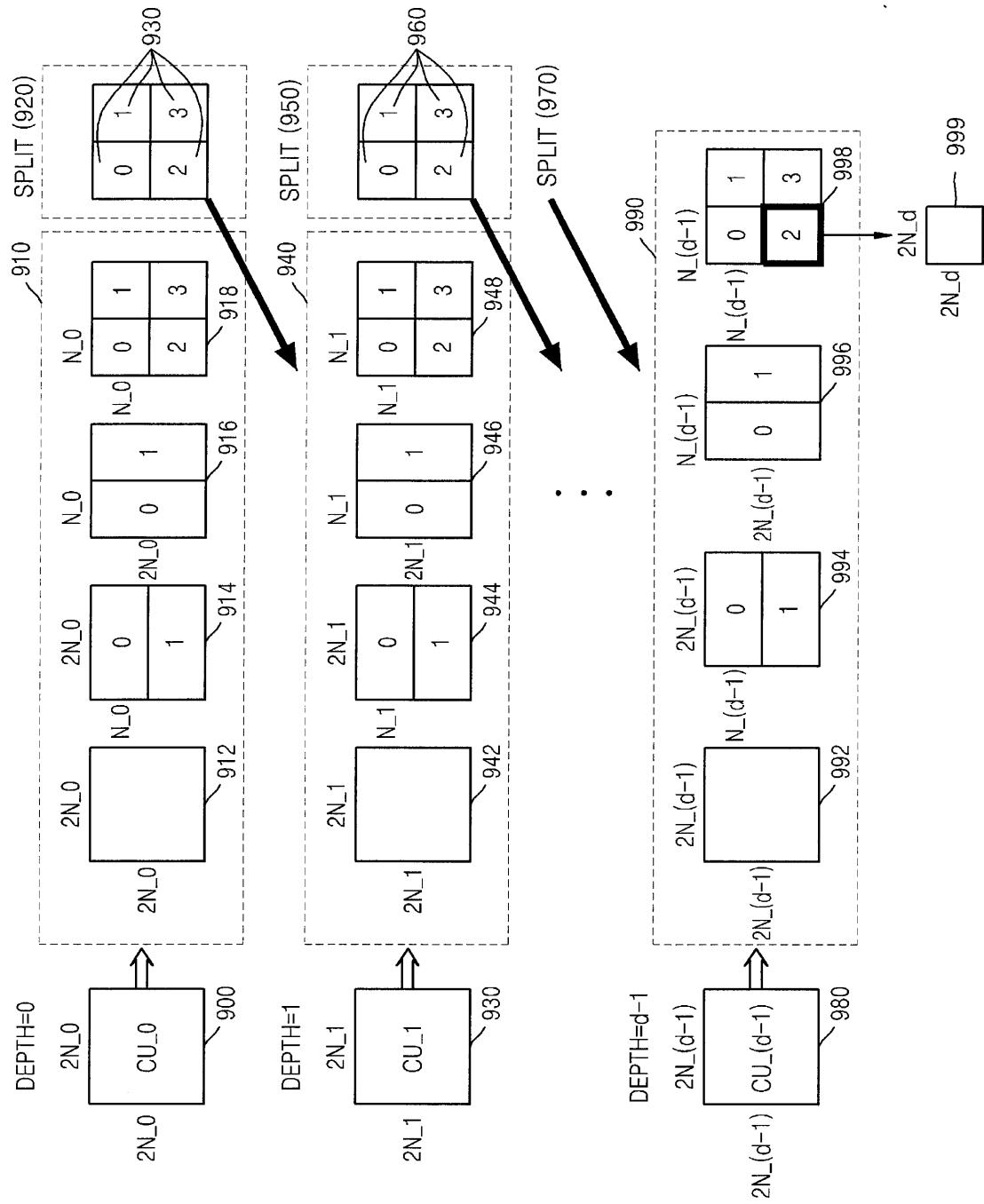
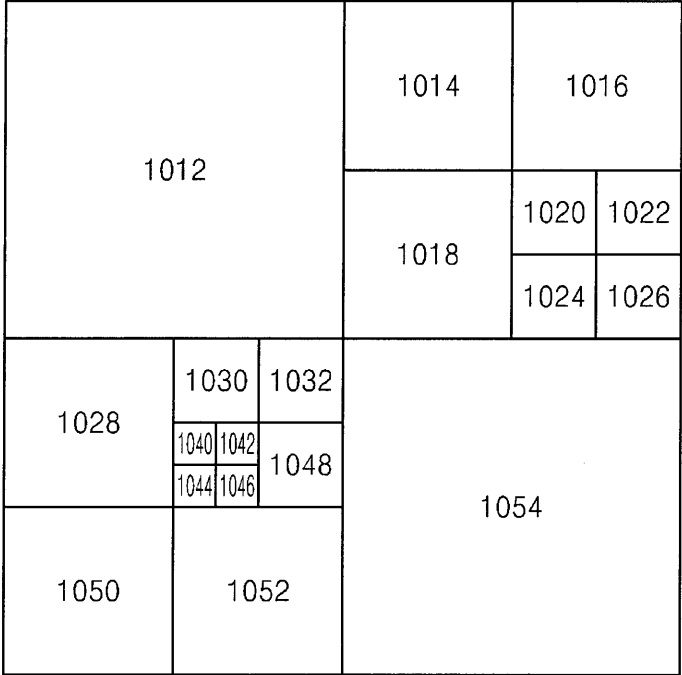


FIG. 16



ENCODING UNIT (1010)

FIG. 17

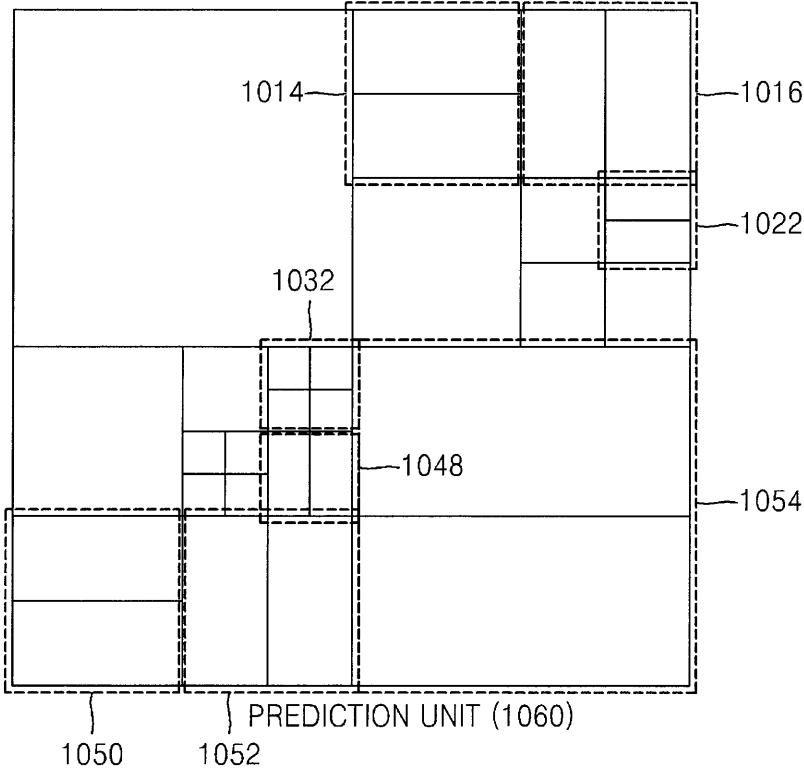
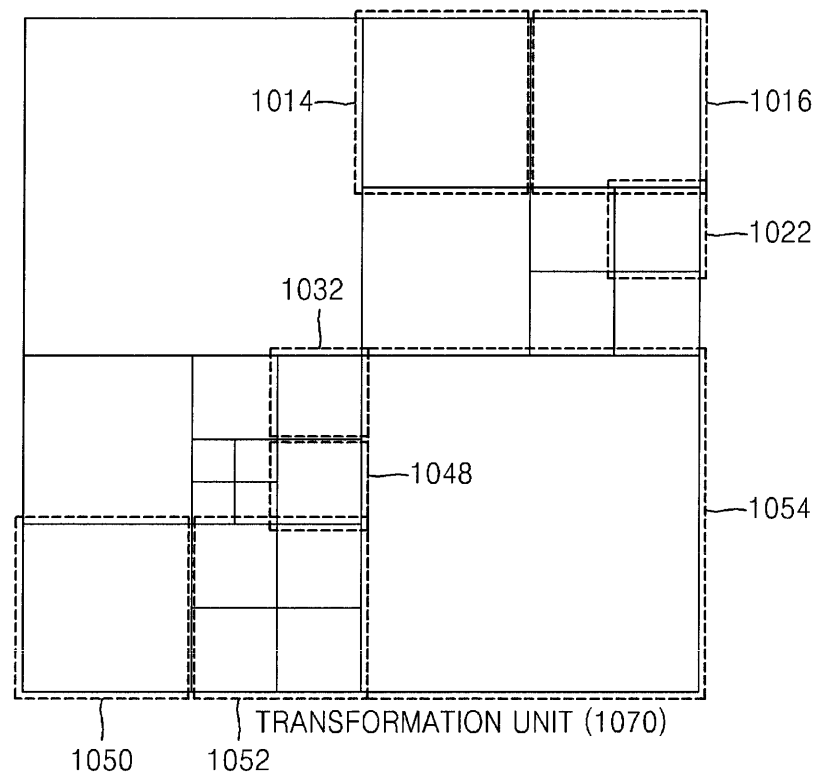


FIG. 18



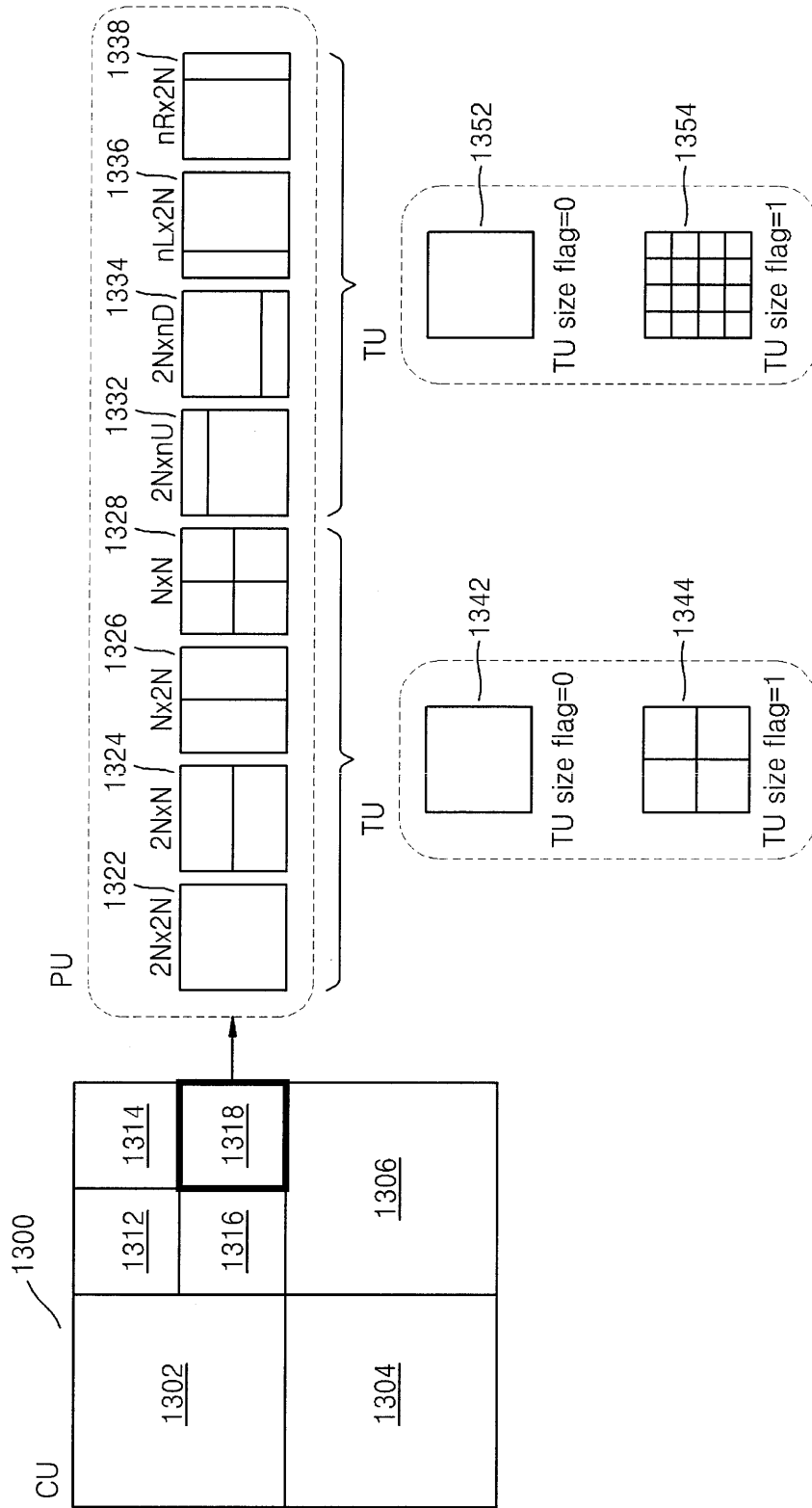


FIG. 19