Claims

1. A method of decoding a video, the method comprising:

obtaining, from a bitstream, a skip flag for a coding unit which indicates whether a encoding mode of the coding unit is a skip mode;

when the skip flag indicates a skip mode of the coding unit, obtaining, from the bitstream, a merge index indicating one block among a candidate block group; and

when the skip flag indicates a non-skip mode of the coding unit, obtaining, information about a partition type and merge information for a partition among the at least one partition,

wherein the candidate block group includes at least one candidate block among neighboring blocks of the coding unit,

the neighboring blocks include a lower-left block which is diagonally adjacent to a lower-left corner of the coding unit,

when the information about a partition type is obtained from the bitstream, at least one partition including the partition is determined from the coding unit based on the information about partition type, and

the merge information of the partition indicates whether the partition among at least one partition is in a merge mode.

2. The method of claim 1, wherein the merge index indicates one among a left block, a upper block, a upper-left block, a upper-right block and the diagonally lower-left block which are adjacent to the borders of the coding unit.

3. The method of claim 1 further comprises performing motion compensation on the coding unit using motion information of a block indicated by the merge index.

4. The method of claim 1 further comprises performing motion compensation on the partition using motion information of a block among blocks adjacent to the partition when the partition is in the merge mode.

Claims

1. A method of decoding a video, the method comprising:

obtaining, from a bitstream, a skip flag of a coding unit indicating whether an prediction mode of the coding unit is a skip mode;

when the prediction mode of the coding unit is the skip mode according to the skip flag, obtaining, from the bitstream, a merge index indicating one block in a candidate block group; and

when the prediction mode of the coding unit is not the skip mode according to the skip flag, obtaining, from the bitstream, information about a partition type and merge information of a partition,

wherein the candidate block group comprises one or more blocks among neighboring blocks of the coding unit,

wherein the neighboring blocks comprise a lower left block that is diagonally adjacent to a lower left corner of the coding unit,

wherein when the information about the partition type is extracted from the bitstream, one or more partitions comprising the partition are determined from the coding unit based on the information about the partition type, and

the merge information of the partition indicates whether one of the one or more partitions is in a merge mode.

2. The method of claim 1, wherein the merge index indicates one among a left neighboring block, an upper neighboring block, an upper left neighboring block, and an upper right neighboring block that are adjacent to a boundary of the coding unit and a lower left neighboring block that is diagonally adjacent to the lower left corner of the coding unit.

3. The method of claim 1, further comprising performing motion compensation on the coding unit by using motion information of the block indicated by the merge index.