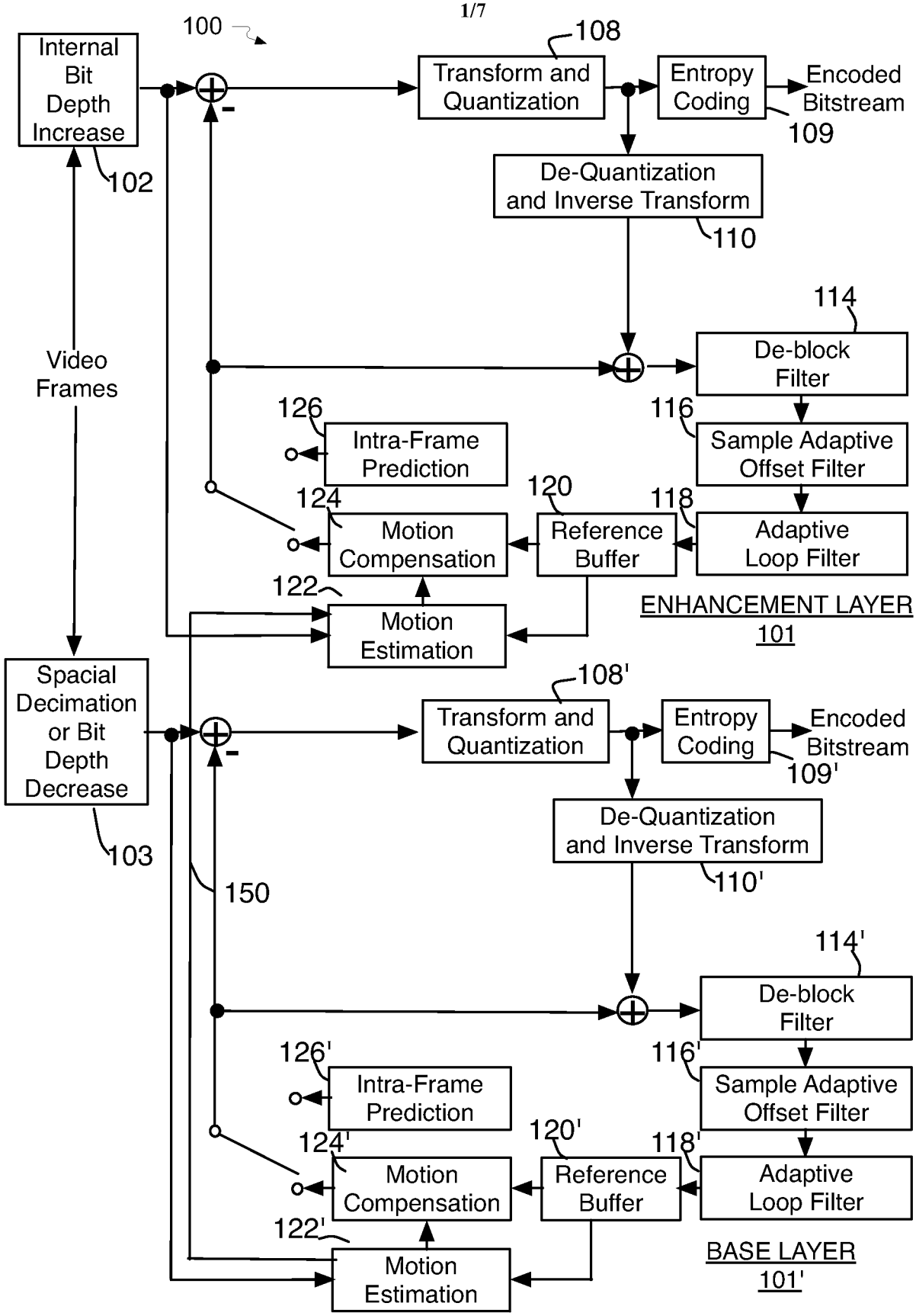

100
Internal Bit Depth Increase
102
Video Frames
Spacial Decimation or Bit Depth Decrease
103
150
108
Transform and Quantization
Entropy Coding
Encoded Bitstream
109
De-Quantization and Inverse Transform
110
114
De-block Filter
116
Sample Adaptive Offset Filter
118
Adaptive Loop Filter
120
Reference Buffer
122
Motion Estimation
124
Motion Compensation
126
Intra-Frame Prediction
ENHANCEMENT LAYER
101
108'
Transform and Quantization
Entropy Coding
Encoded Bitstream
109'
De-Quantization and Inverse Transform
110'
114'
De-block Filter
116'
Sample Adaptive Offset Filter
118'
Adaptive Loop Filter
120'
Reference Buffer
122'
Motion Estimation
124'
Motion Compensation
126'
Intra-Frame Prediction
BASE LAYER
101'

FIG. 1

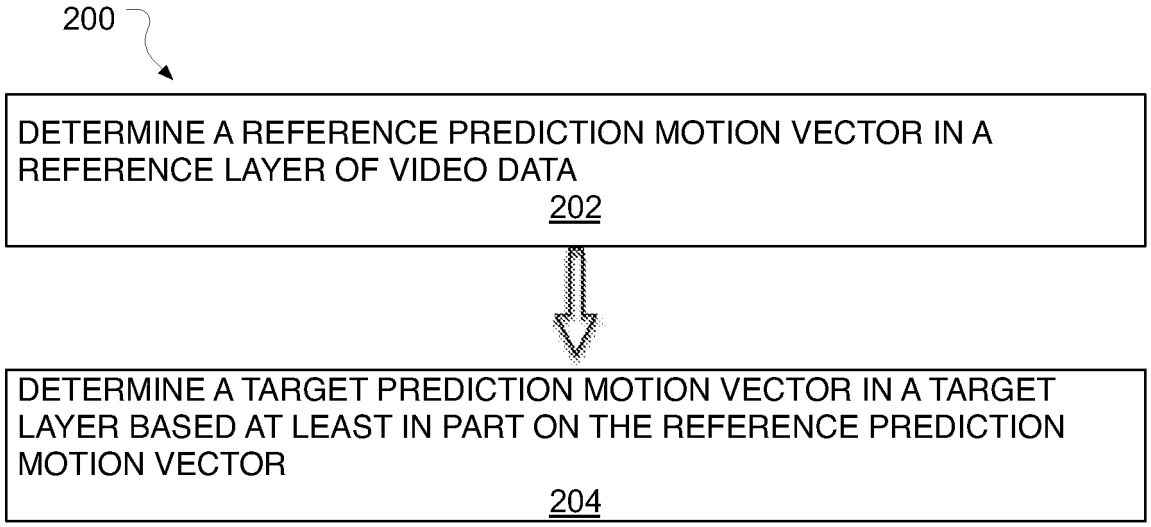

200
DETERMINE A REFERENCE PREDICTION MOTION VECTOR IN A REFERENCE LAYER OF VIDEO DATA
202
DETERMINE A TARGET PREDICTION MOTION VECTOR IN A TARGET LAYER BASED AT LEAST IN PART ON THE REFERENCE PREDICTION MOTION VECTOR
204

FIG. 2

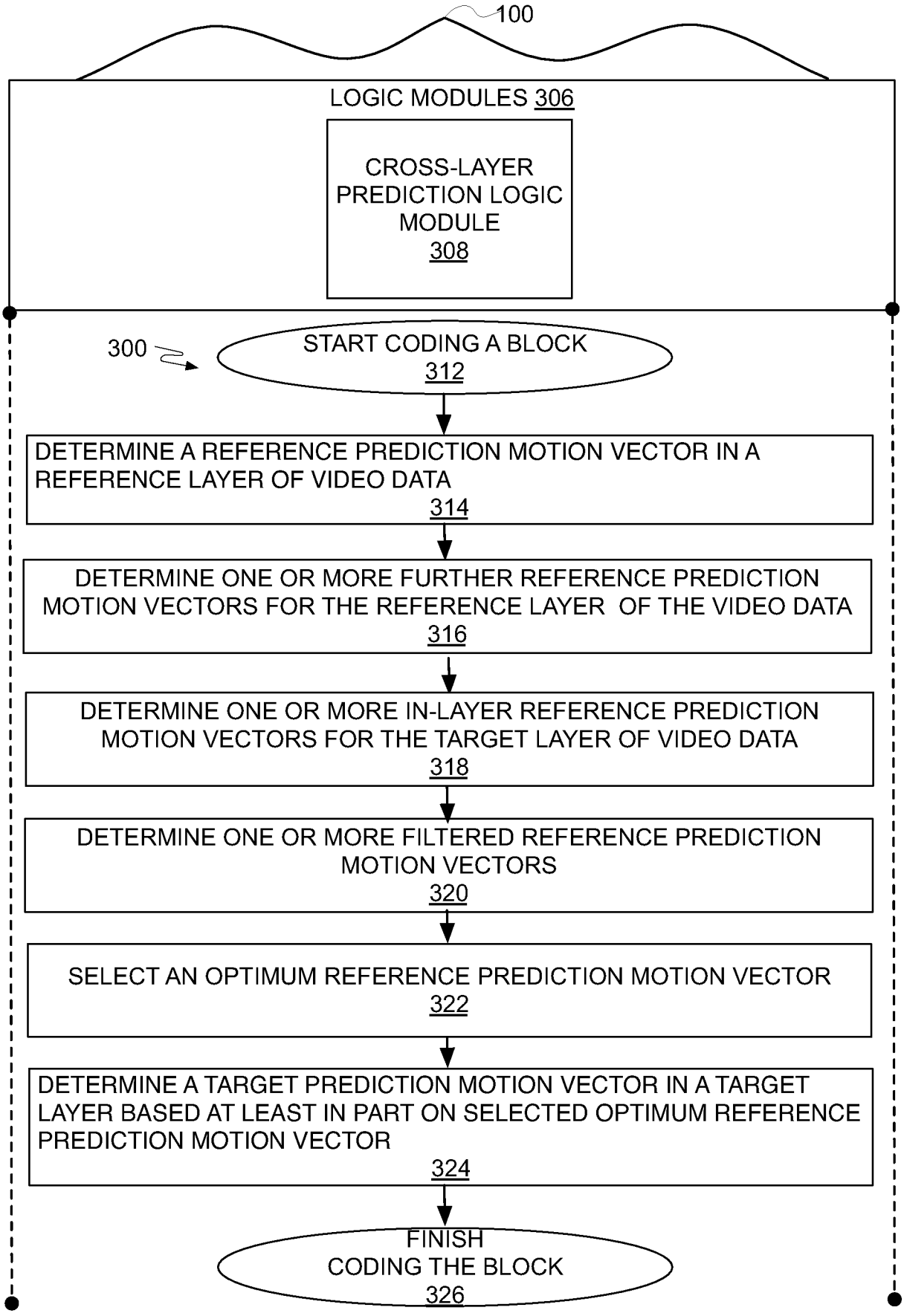

100
LOGIC MODULES 306
CROSS-LAYER PREDICTION LOGIC MODULE 308
300
START CODING A BLOCK 312
DETERMINE A REFERENCE PREDICTION MOTION VECTOR IN A REFERENCE LAYER OF VIDEO DATA 314
DETERMINE ONE OR MORE FURTHER REFERENCE PREDICTION MOTION VECTORS FOR THE REFERENCE LAYER OF THE VIDEO DATA 316
DETERMINE ONE OR MORE IN-LAYER REFERENCE PREDICTION MOTION VECTORS FOR THE TARGET LAYER OF VIDEO DATA 318
DETERMINE ONE OR MORE FILTERED REFERENCE PREDICTION MOTION VECTORS 320
SELECT AN OPTIMUM REFERENCE PREDICTION MOTION VECTOR 322
DETERMINE A TARGET PREDICTION MOTION VECTOR IN A TARGET LAYER BASED AT LEAST IN PART ON SELECTED OPTIMUM REFERENCE PREDICTION MOTION VECTOR 324
FINISH CODING THE BLOCK 326

FIG. 3

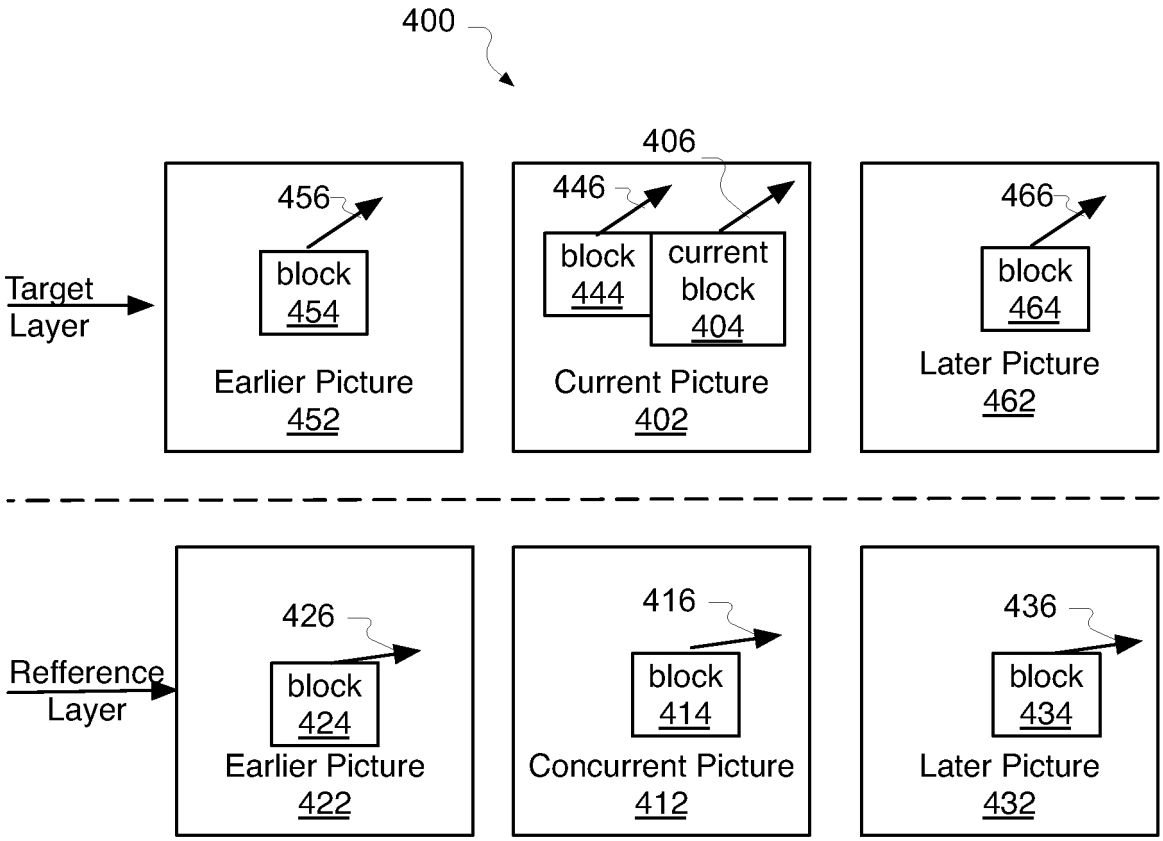

400
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446
456
466
block 444
current block 404
block 454
block 464
Target Layer
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Current Picture 402
Later Picture 462
Refference Layer
426
416
436
block 424
block 414
block 434
Earlier Picture 422
Concurrent Picture 412
Later Picture 432

FIG. 4

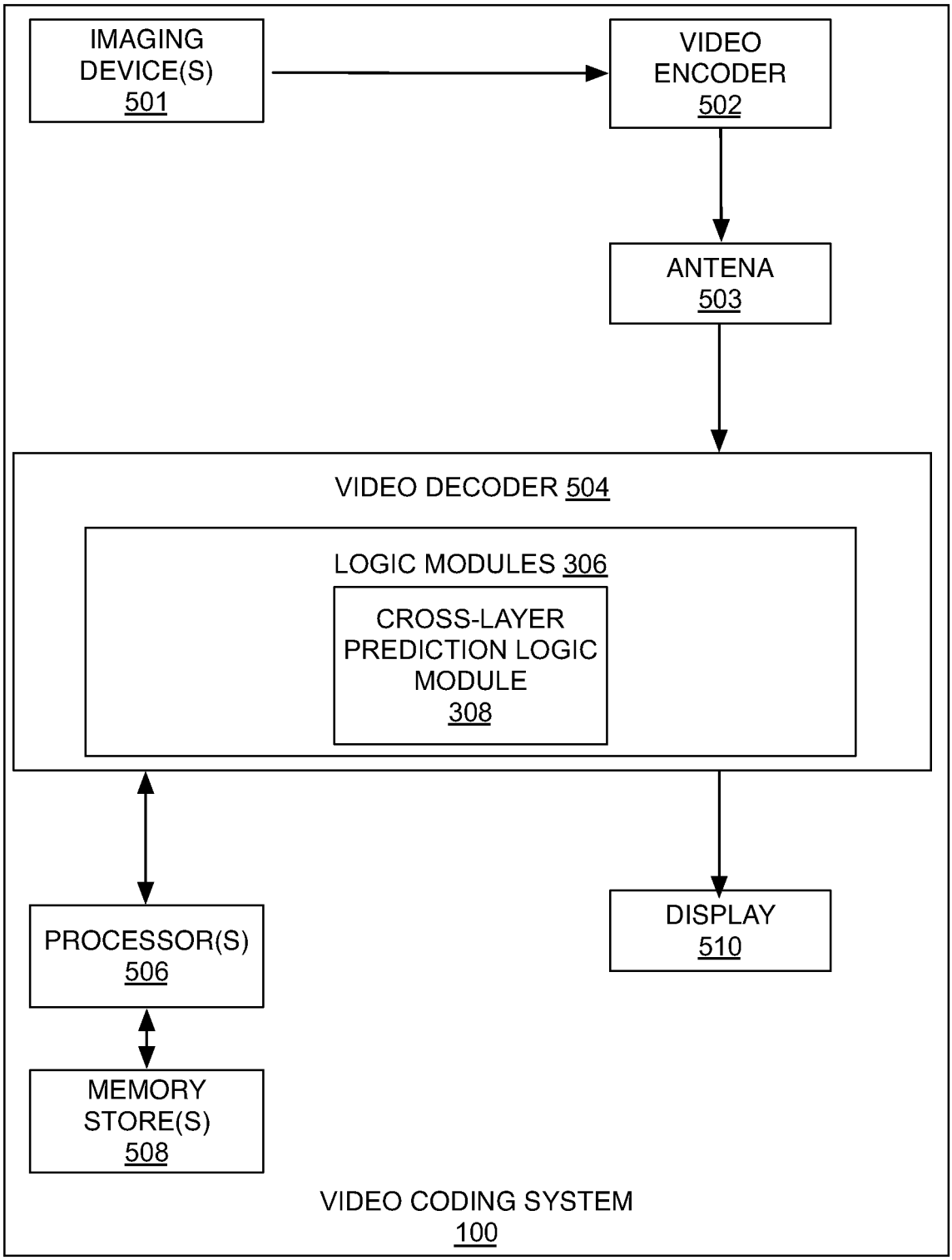

IMAGING DEVICE(S) 501
VIDEO ENCODER 502
ANTENA 503
VIDEO DECODER 504
LOGIC MODULES 306
CROSS-LAYER PREDICTION LOGIC MODULE 308
PROCESSOR(S) 506
DISPLAY 510
MEMORY STORE(S) 508
VIDEO CODING SYSTEM 100

FIG. 5

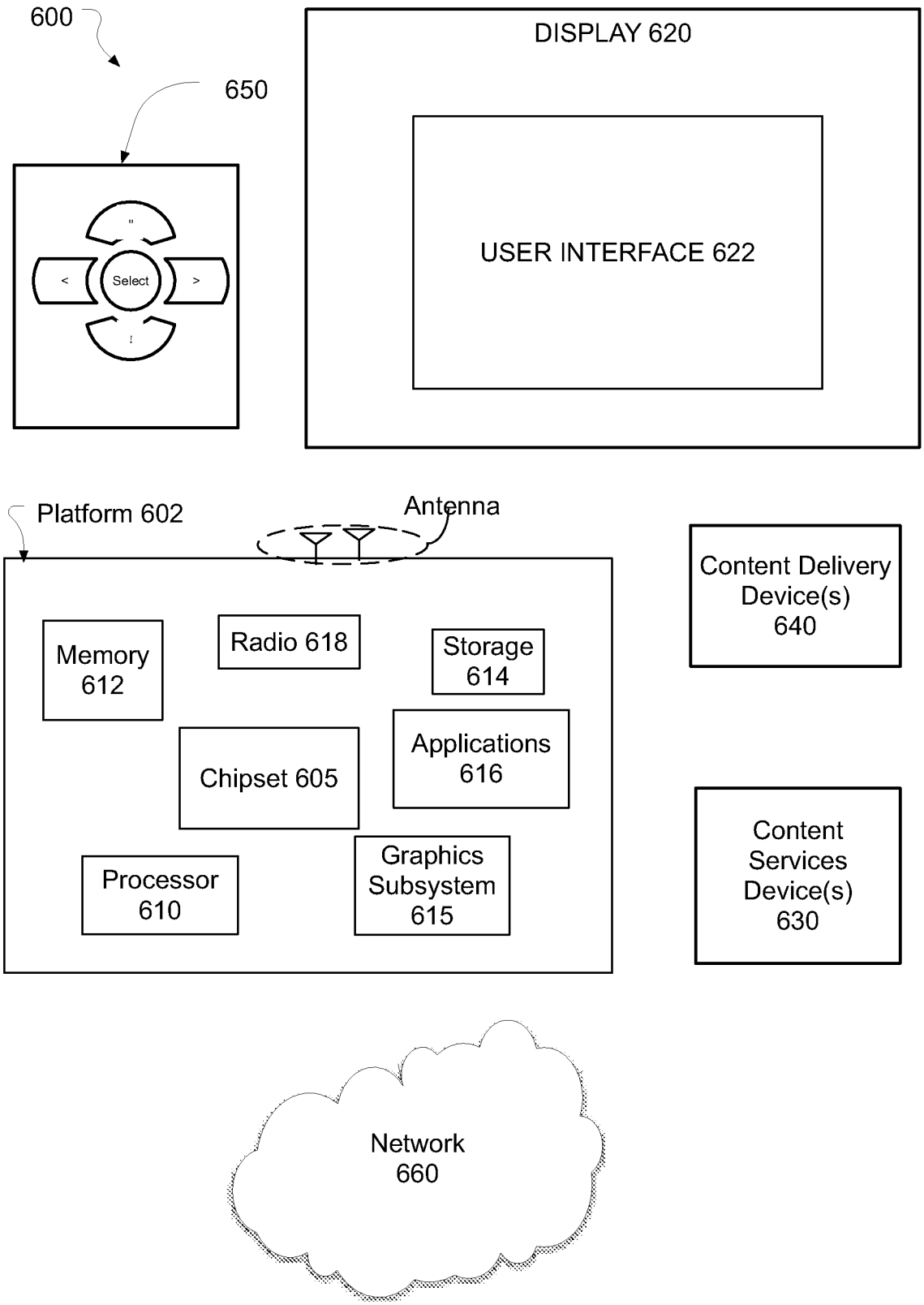

600
650
DISPLAY 620
USER INTERFACE 622
Select
Platform 602
Antenna
Memory 612
Radio 618
Storage 614
Chipset 605
Applications 616
Processor 610
Graphics Subsystem 615
Content Delivery Device(s) 640
Content Services Device(s) 630
Network 660

FIG. 6

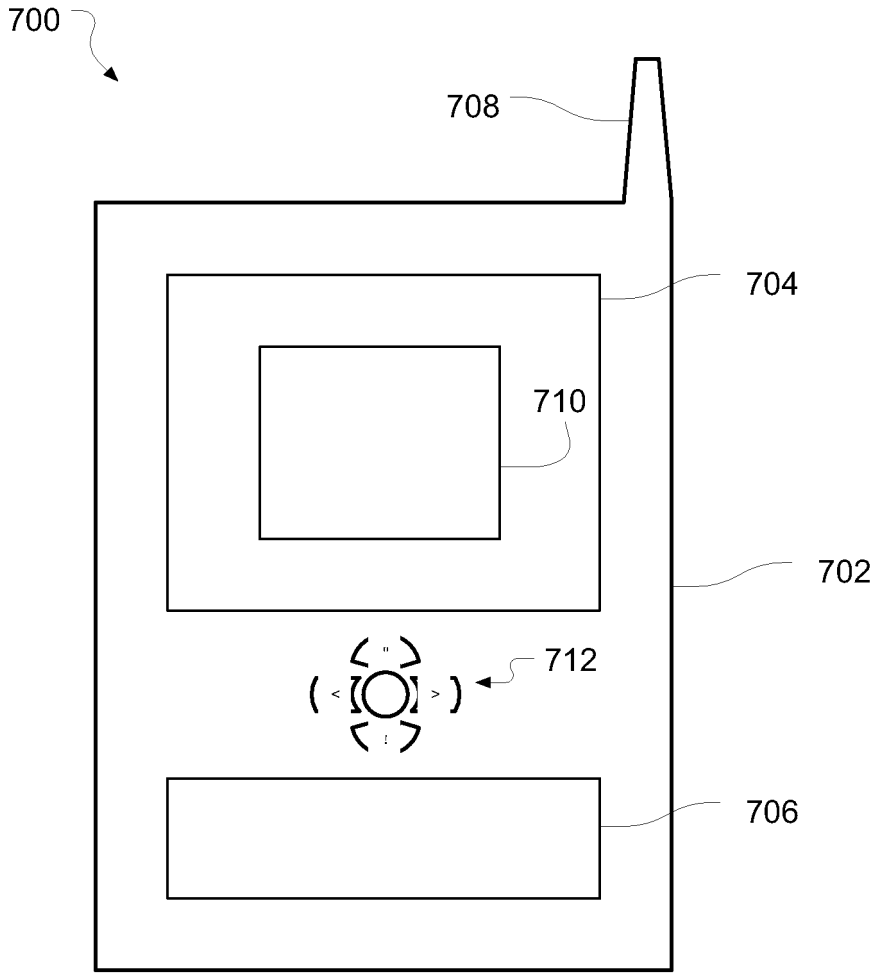


FIG. 7