

FIG.1

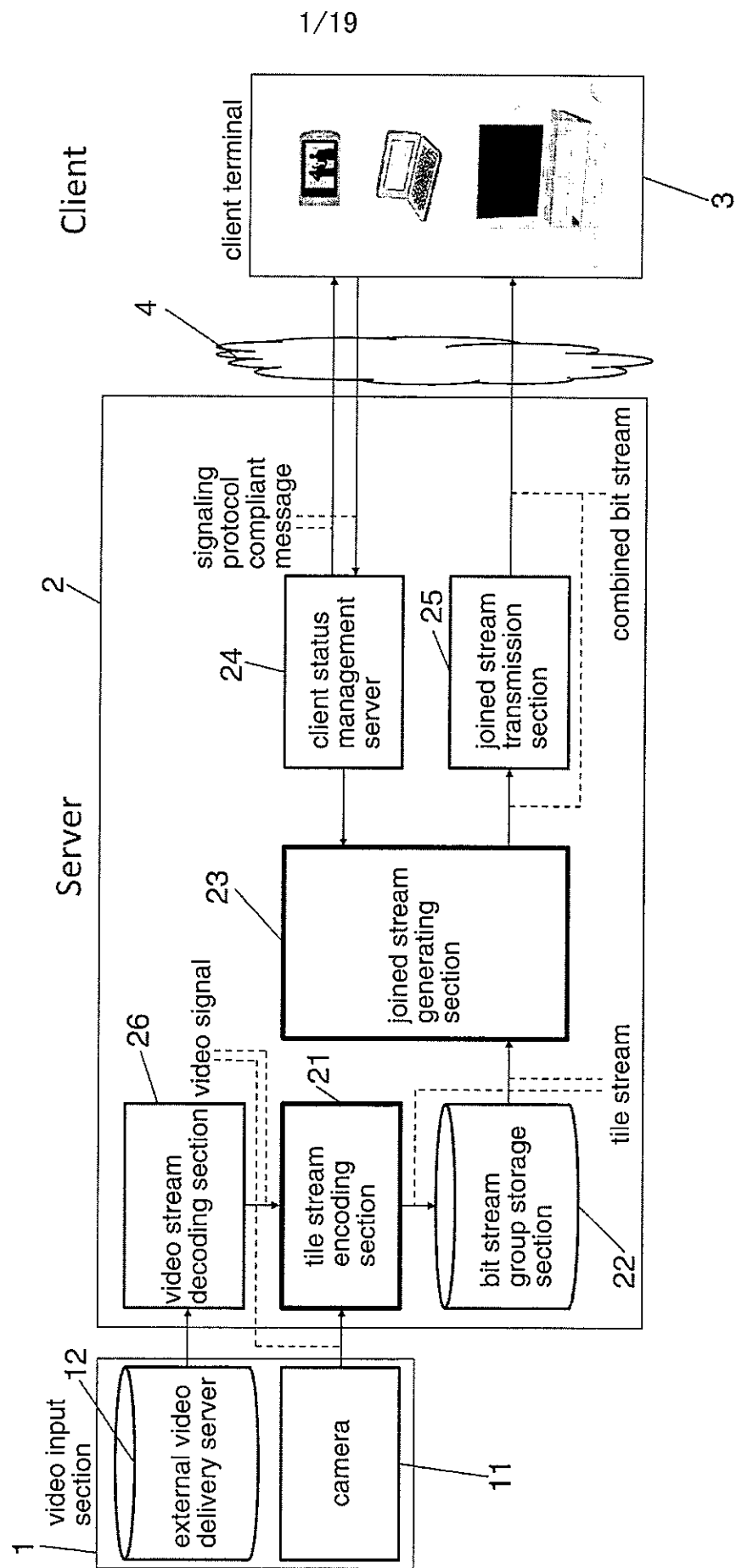


FIG.2

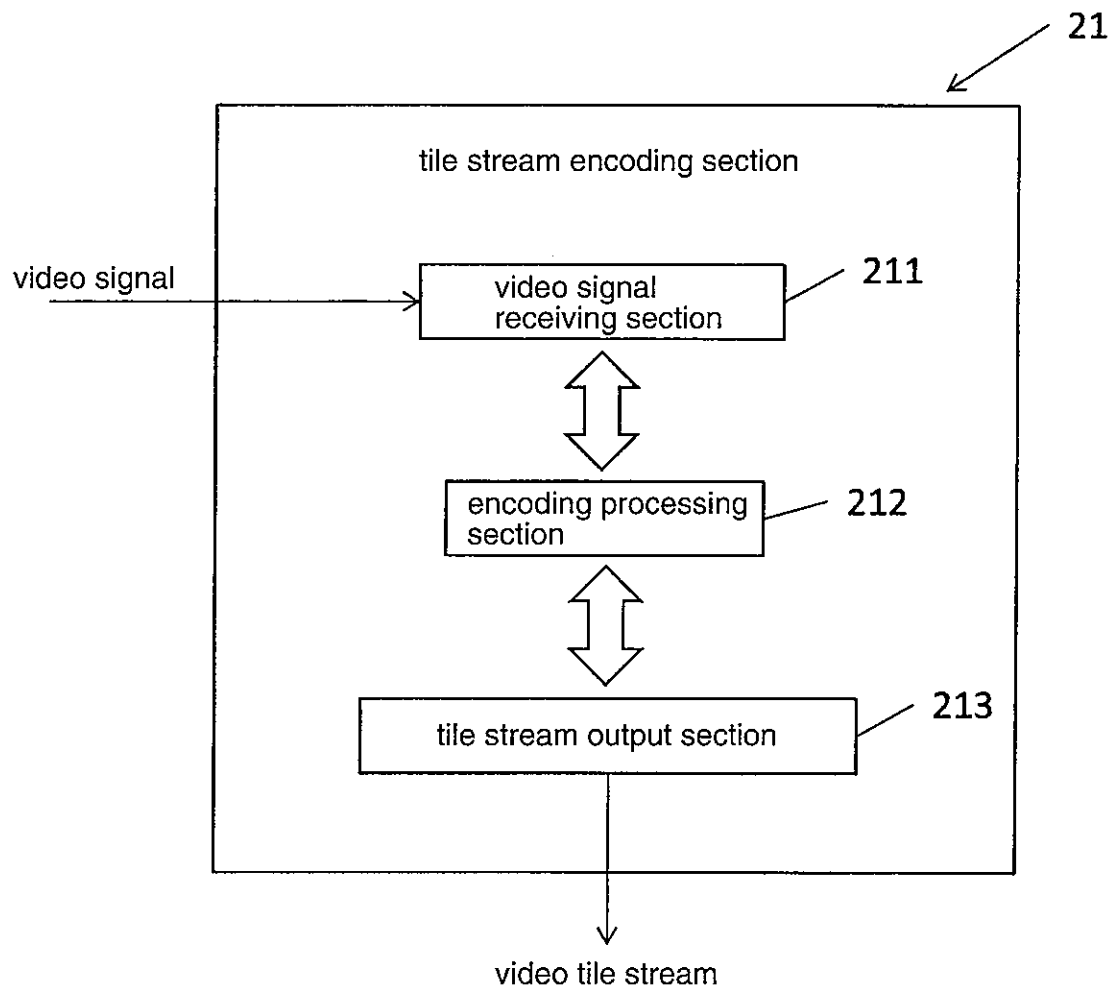


FIG.3

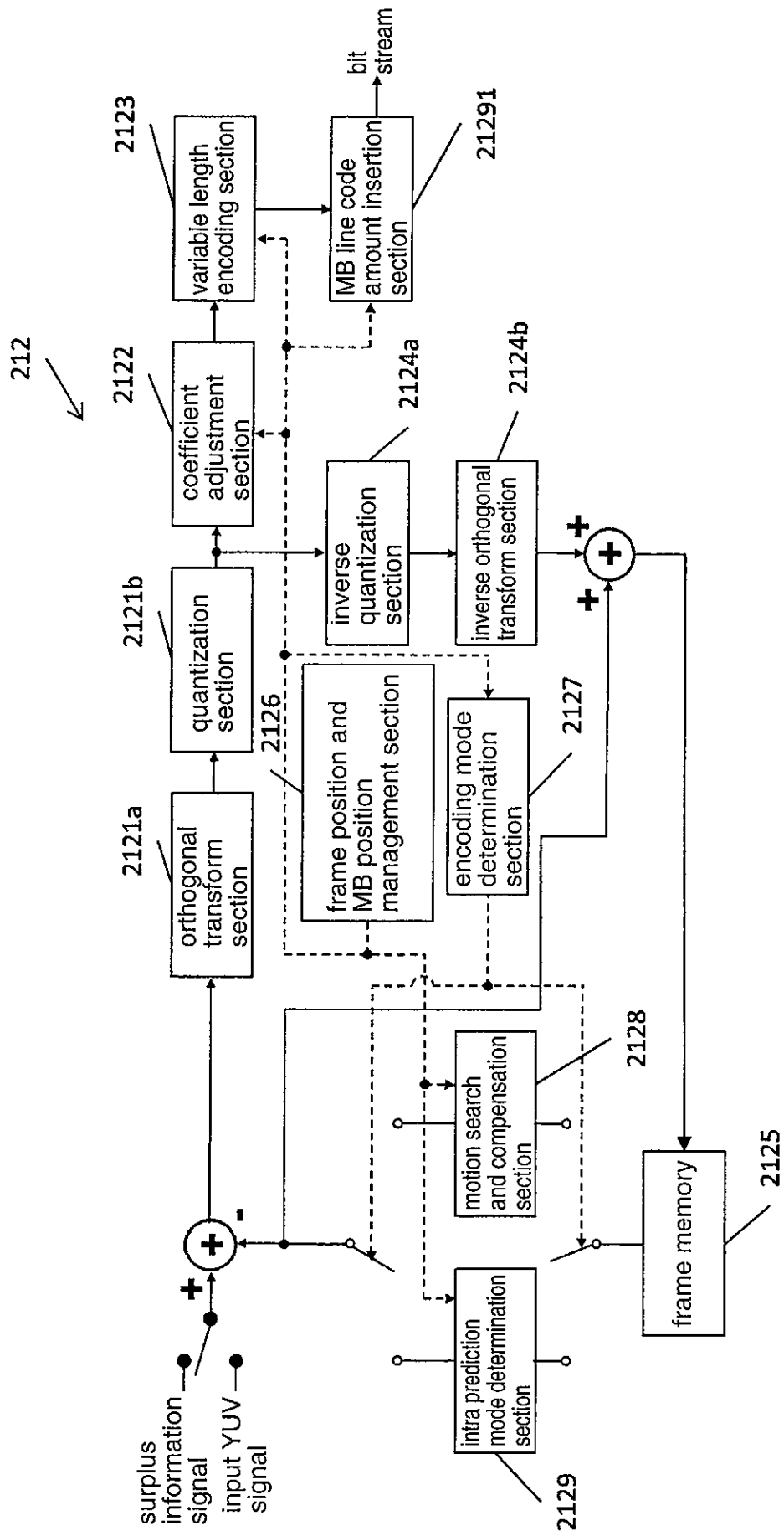


FIG.4

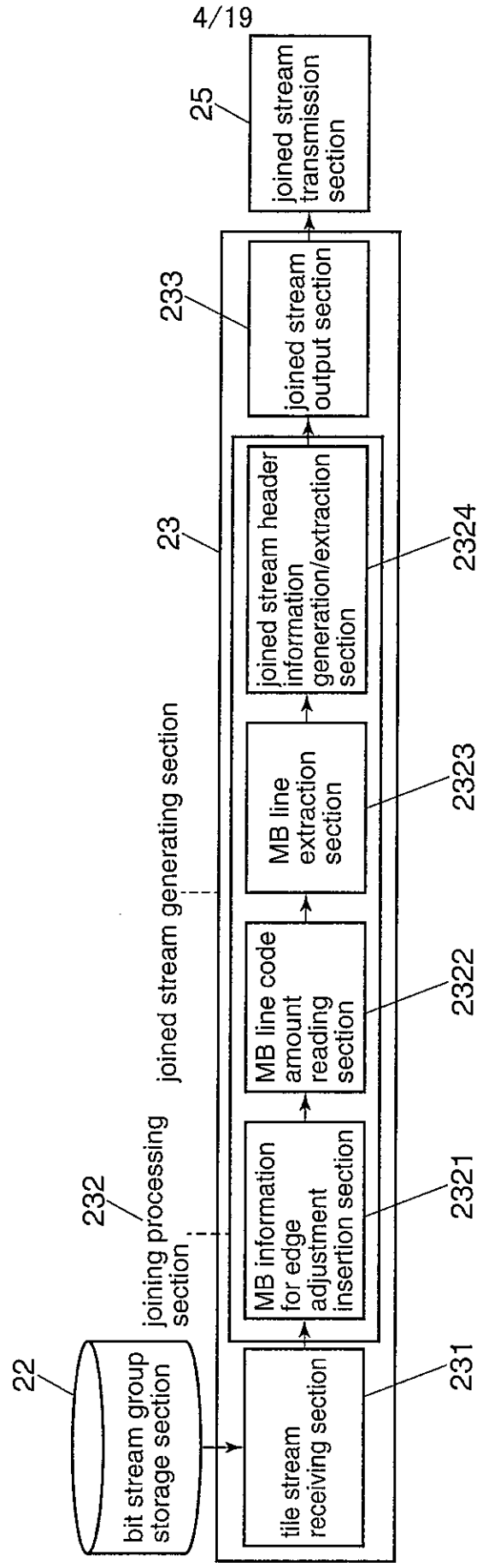


FIG.5

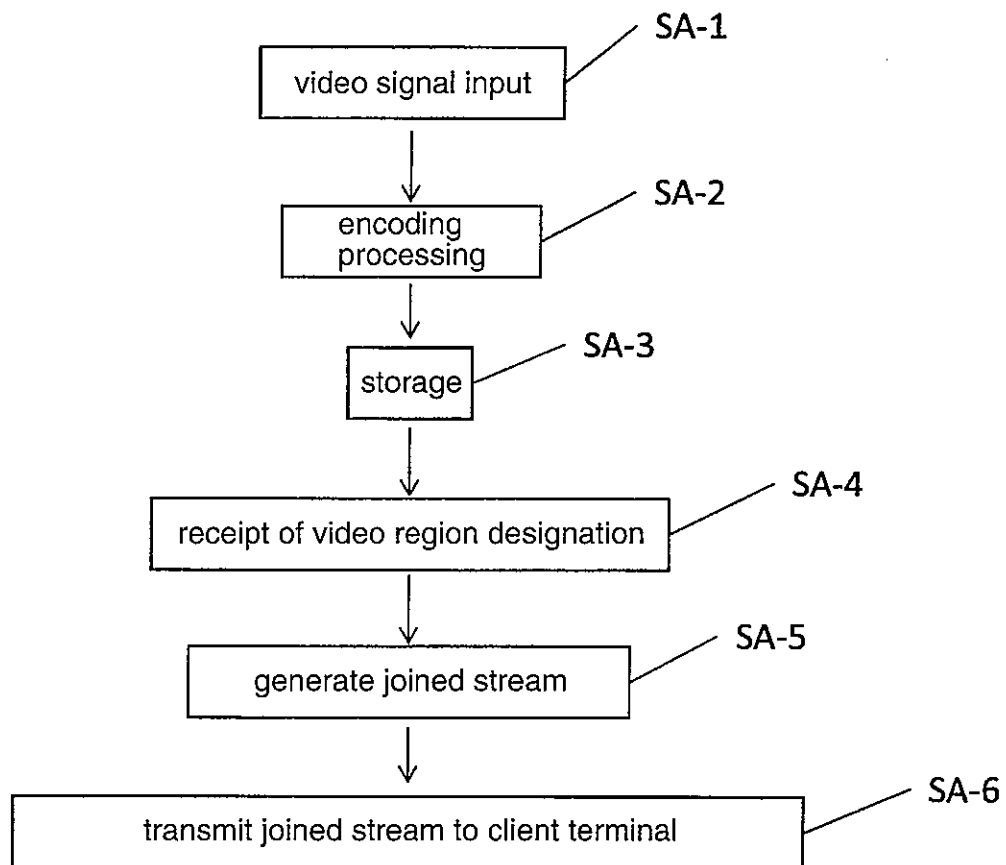


FIG. 6

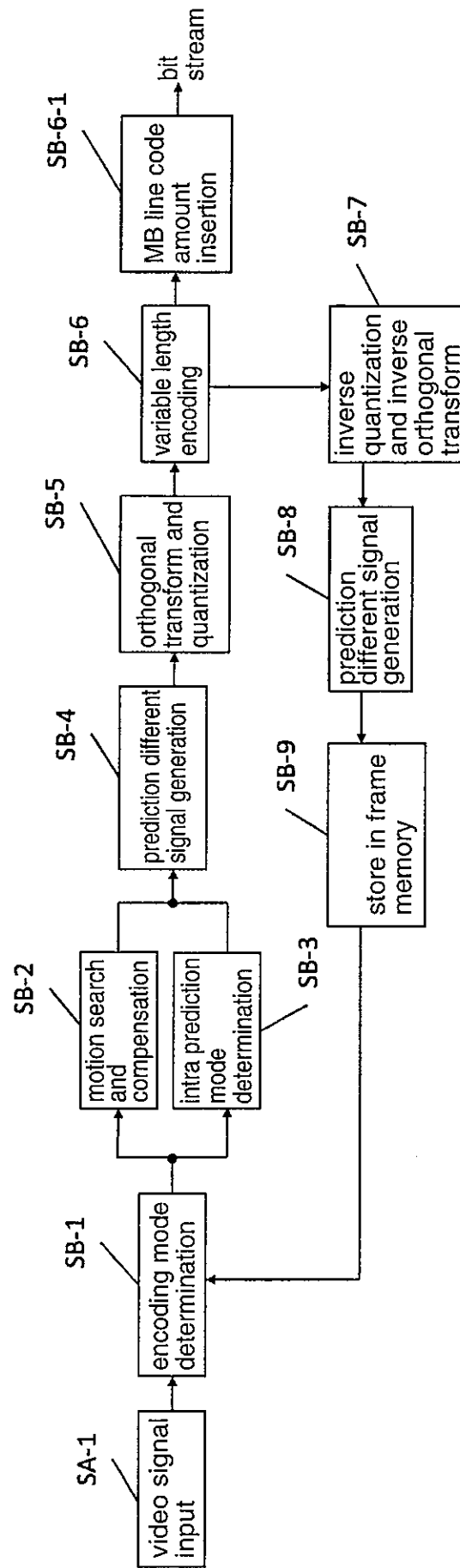


FIG.7

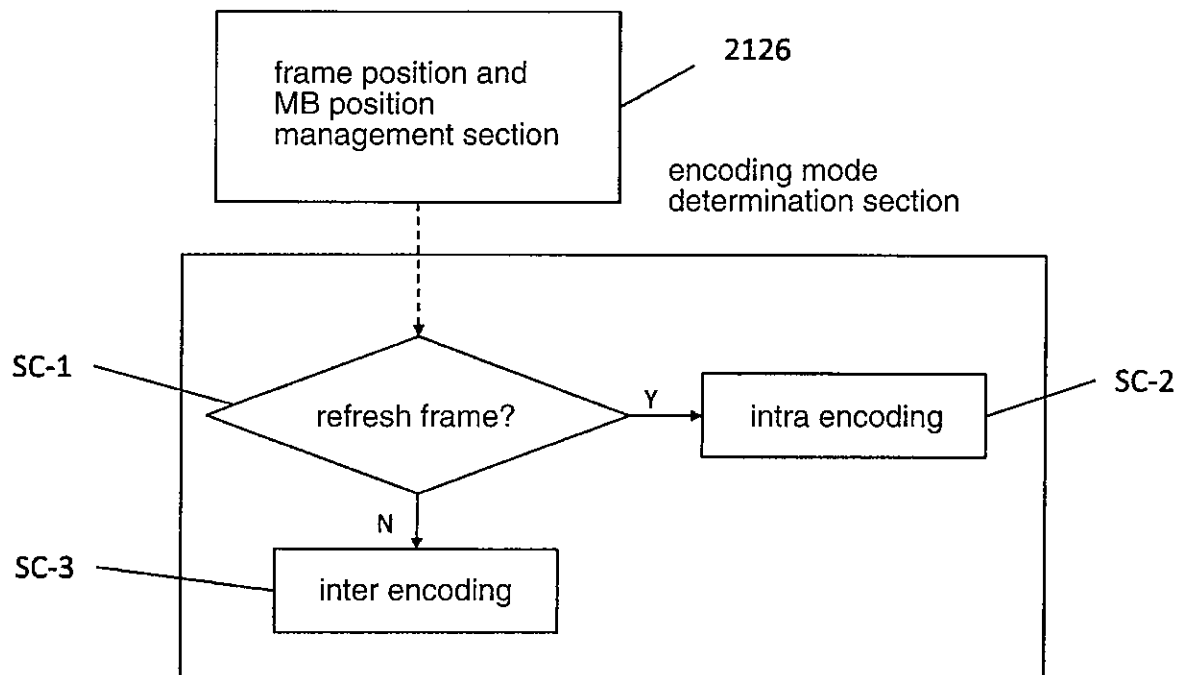


FIG. 8

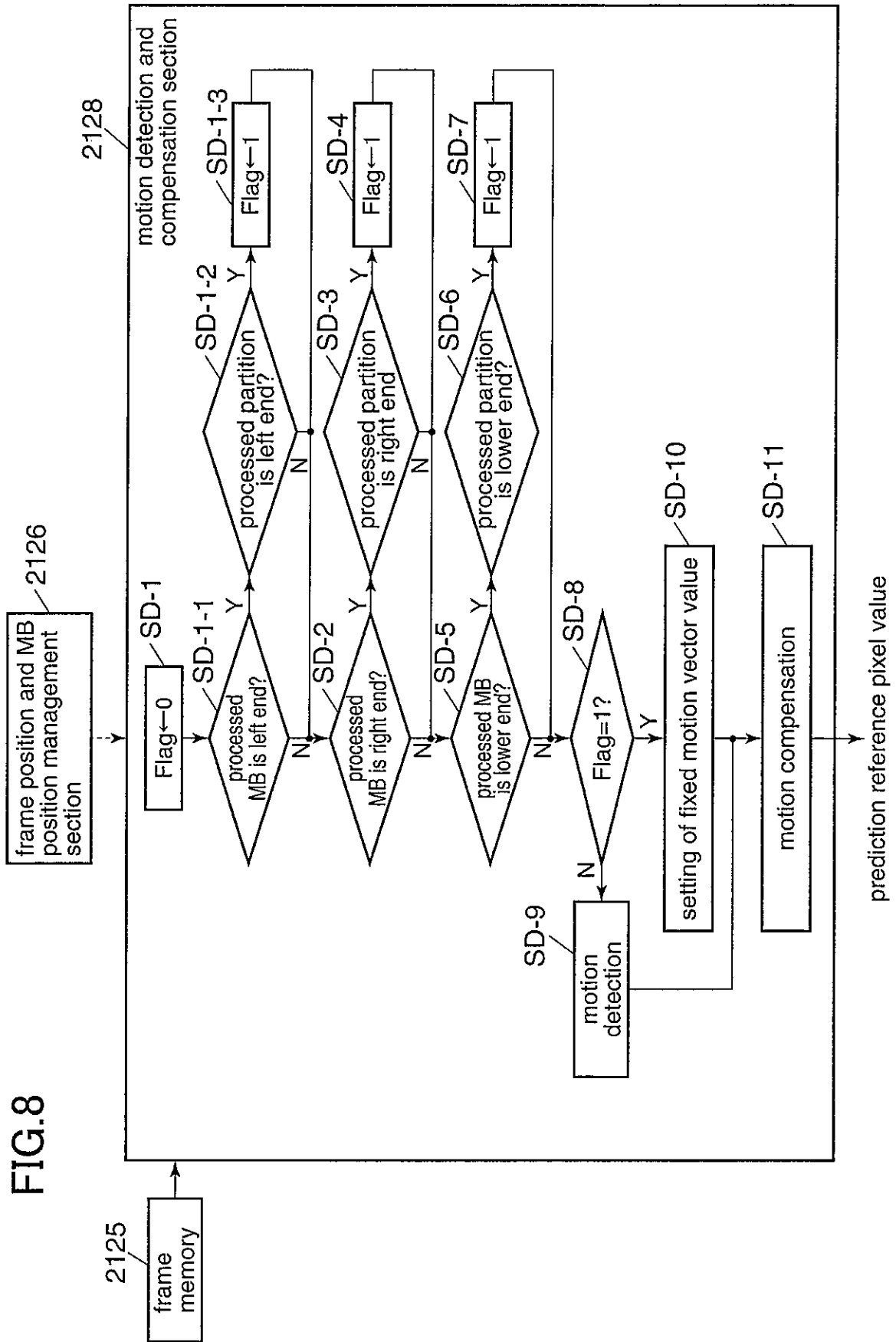
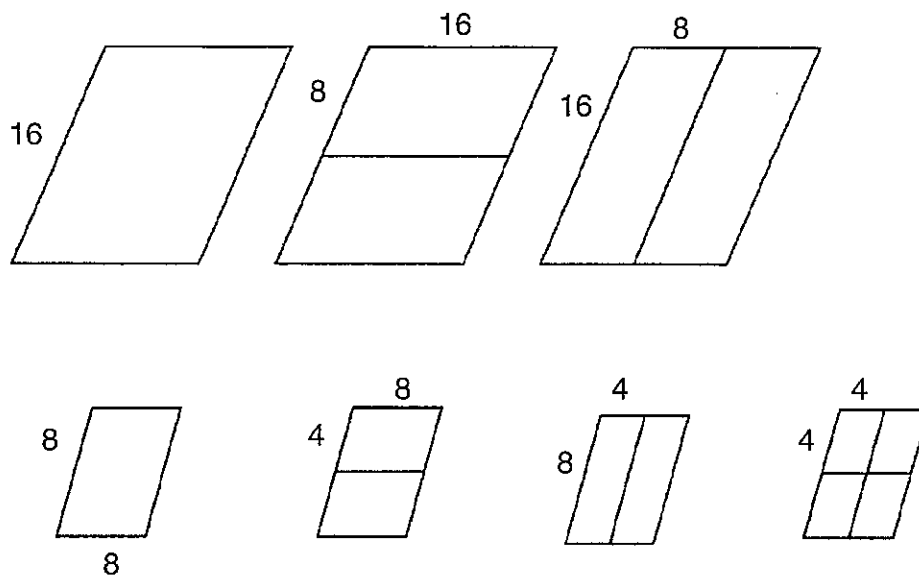
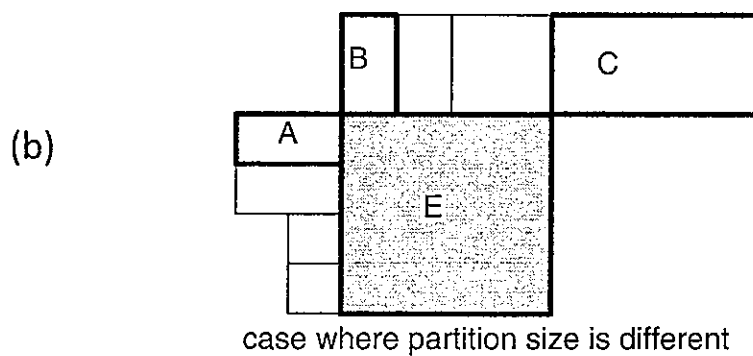
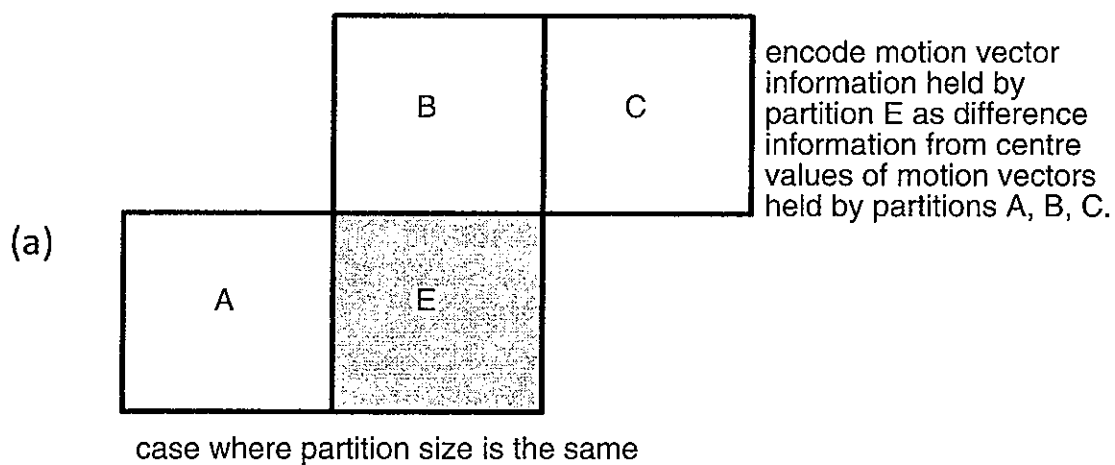


FIG.9

seven types of partition size

FIG.10

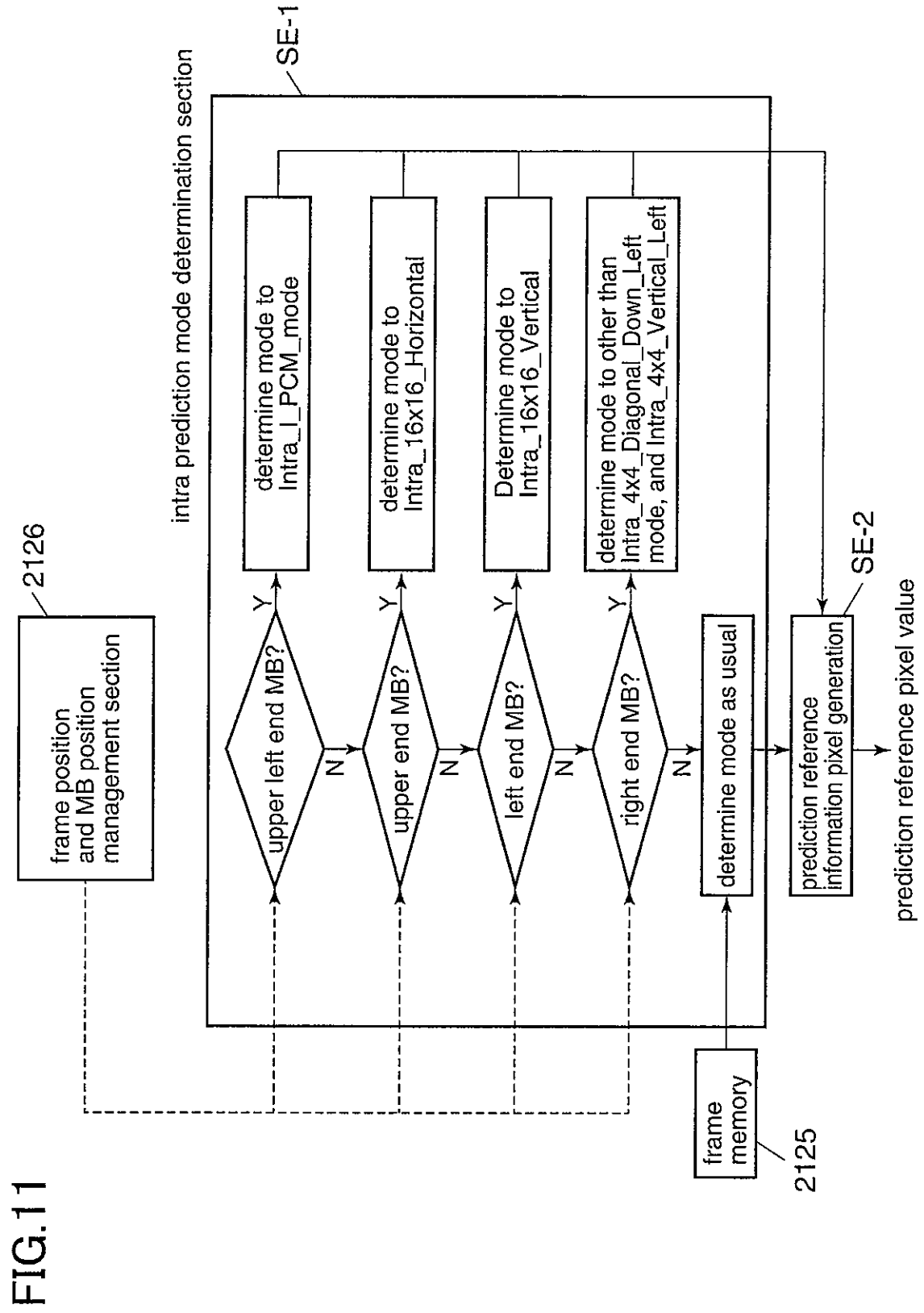


FIG.12

setting of MB type and
prediction mode for MB
position in refresh frame

refresh frame				
▲	●	● ● ● ●	●	●
※				■
※				■
※				■
※				■
※				■
※				■

- ▲ : MB to be made intra_I_PCM mode
- : MB to be made intra_16x16_Horizontal mode
- ※ : MB to be made intra_16x16_Vertical mode
- : MB to be made mode other than intra_4x4_Diagonal_Down_Left mode, and Intra_4x4_Vertical_Left

FIG.13

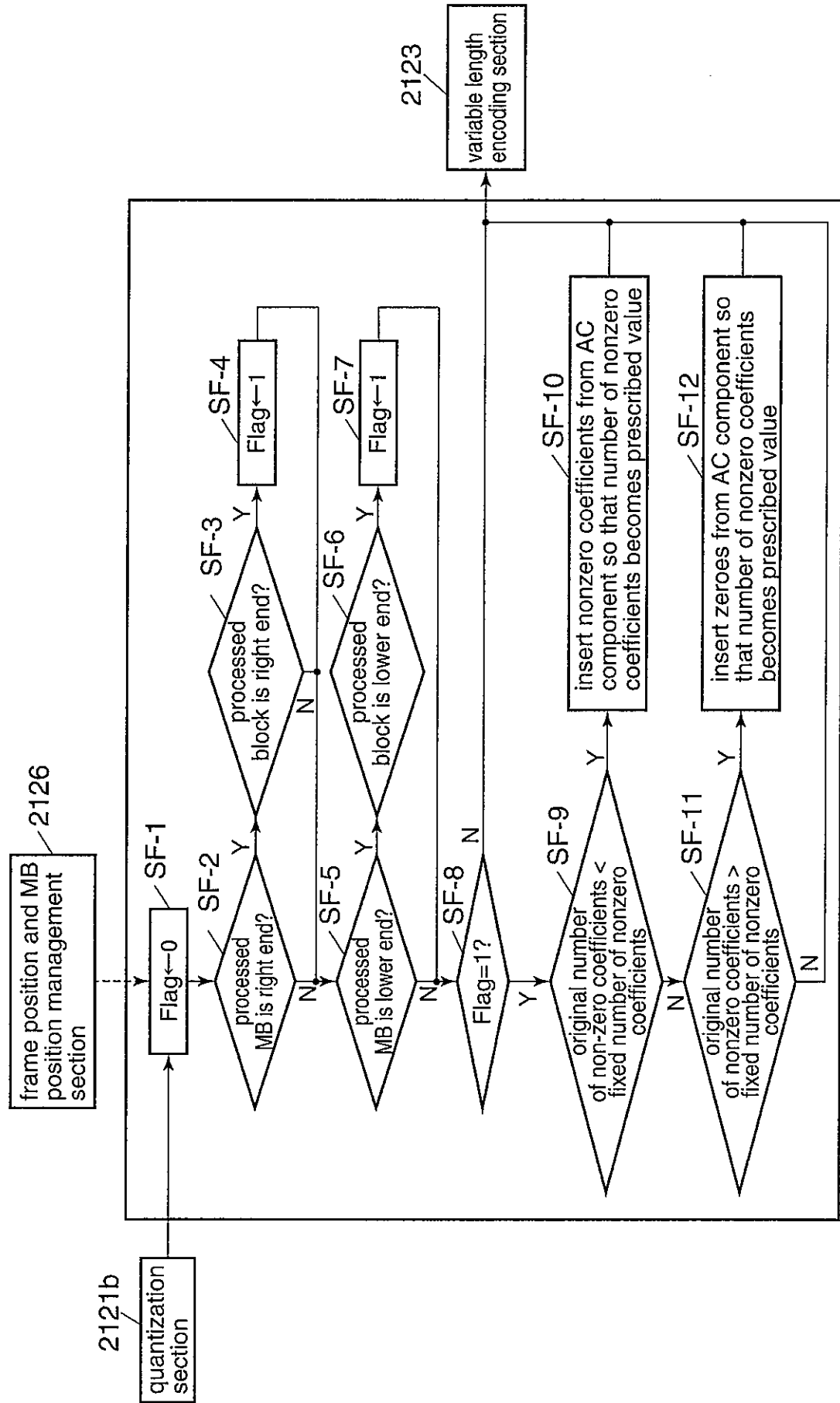


FIG. 14

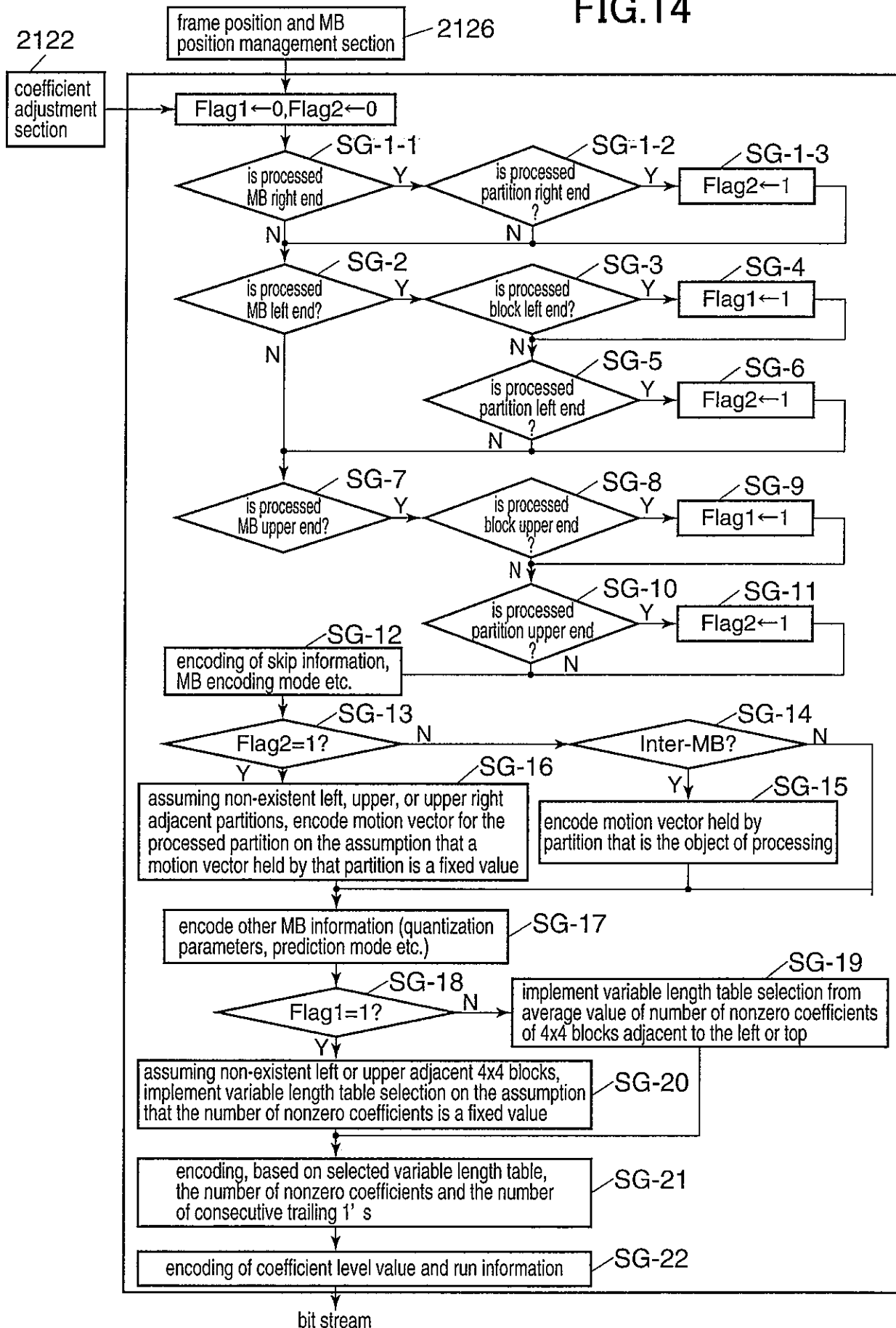


FIG.15

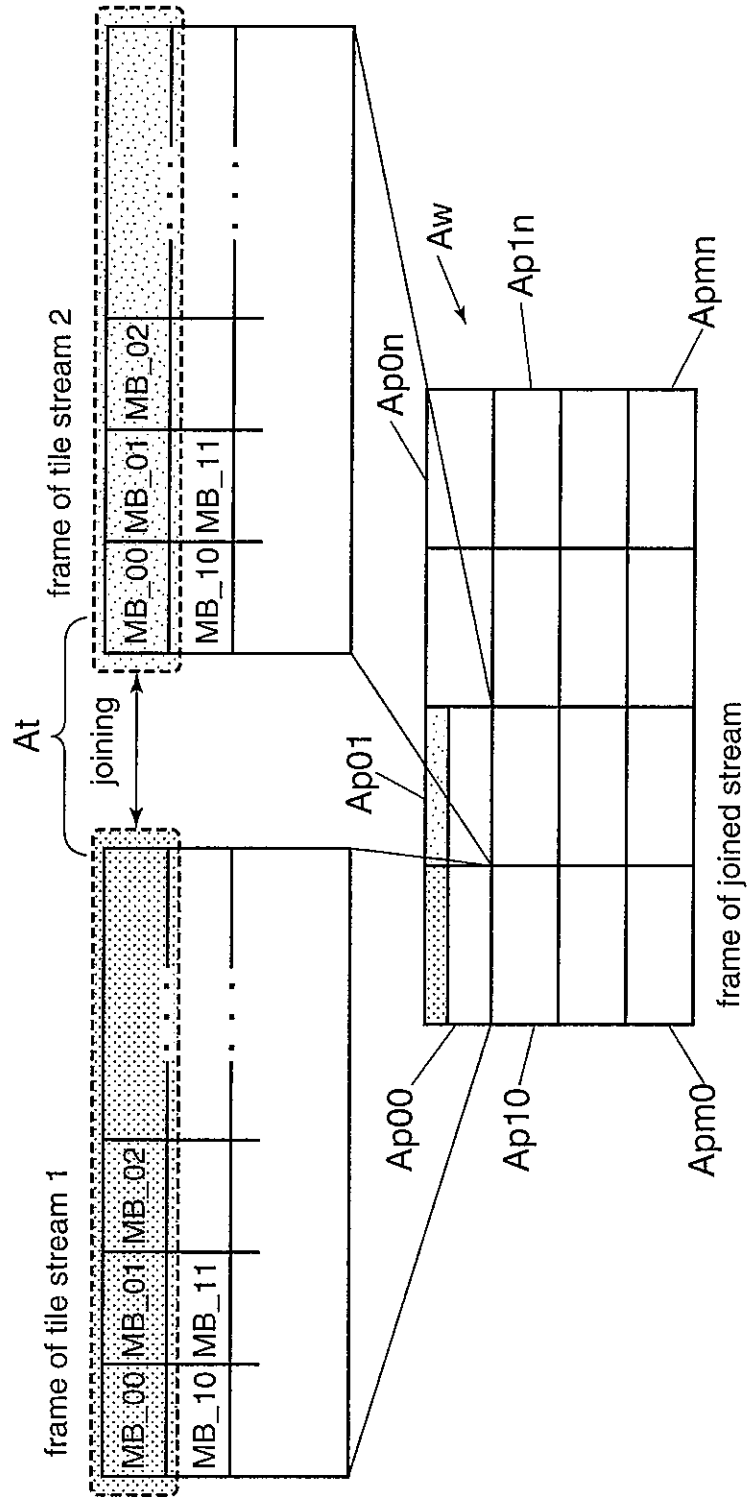


FIG.16

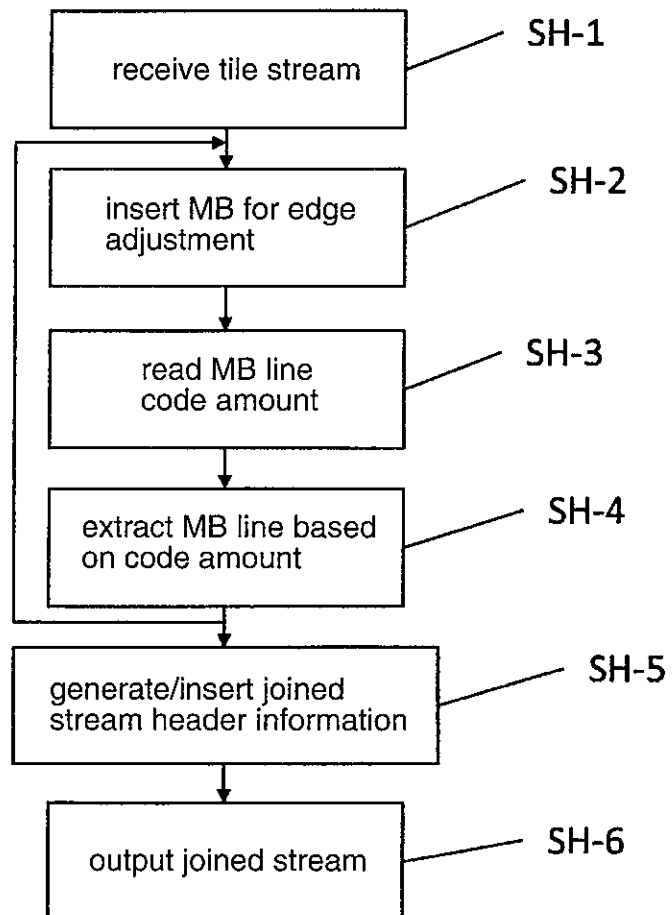


FIG.17

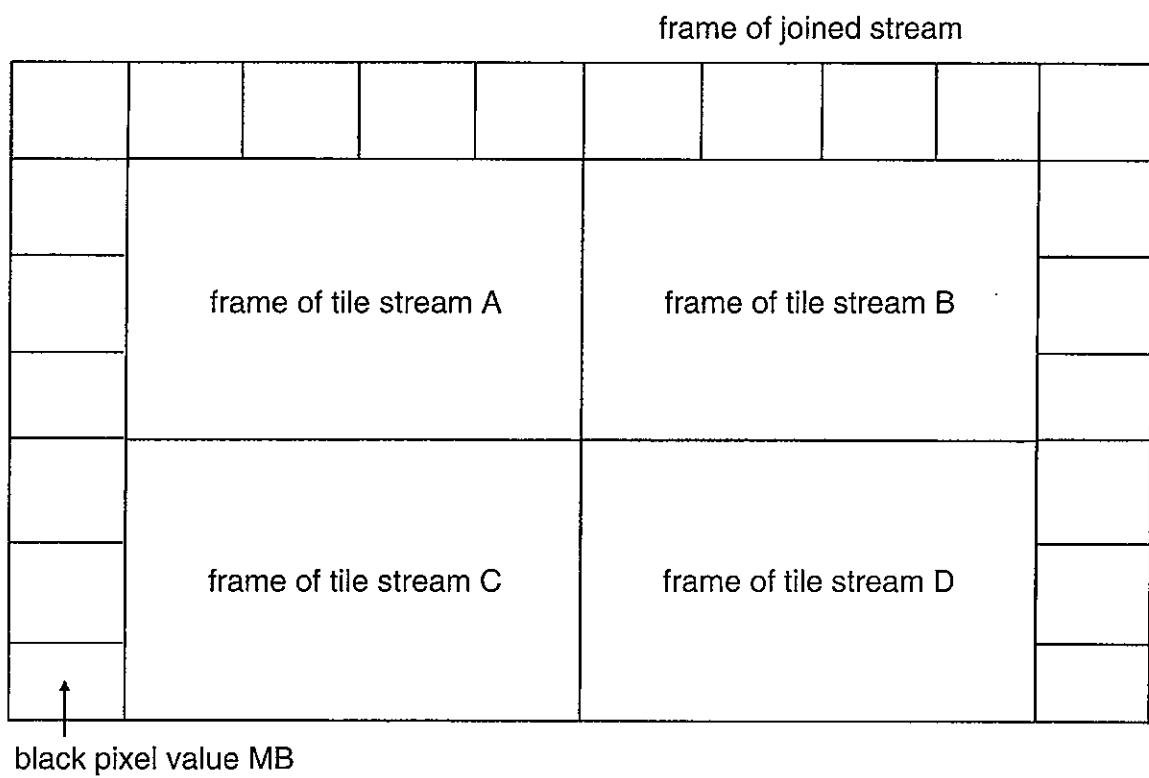
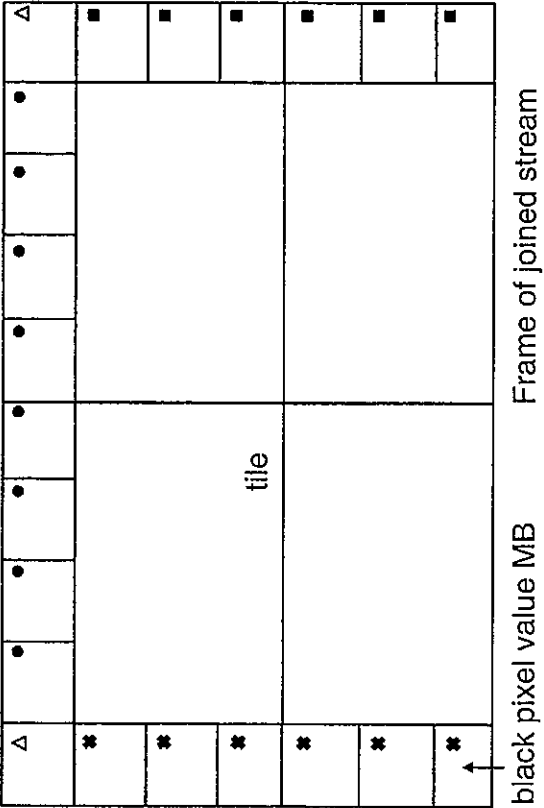


FIG.18



- : in intra_16x16 MB mode, intra encoding such that lower end blocks have a fixed number of nonzero coefficients (refresh frame)
- : inter encoding such that lower end blocks have a fixed number of nonzero coefficients and constitute a fixed motion vector (other than refresh frame)
- Δ : no encoding restriction
- * : in intra_16x16 MB mode, intra encoding such that right end blocks have a fixed number of nonzero coefficients (refresh frame)
- : inter encoding such that right end blocks have a fixed number of nonzero coefficients and constitute a fixed motion vector (other than refresh frame)
- : inter encoding assuming that a number of nonzero coefficients of boundary blocks adjacent to the left end of the MB is a fixed value (refresh frame)
- : inter encoding such that the MB itself has a fixed motion vector, and assuming that a number of nonzero coefficients of boundary blocks adjacent to the left side of the MB is a fixed value, and that a motion vector held by boundary partitions is a fixed motion vector (other than refresh frame)

FIG.19

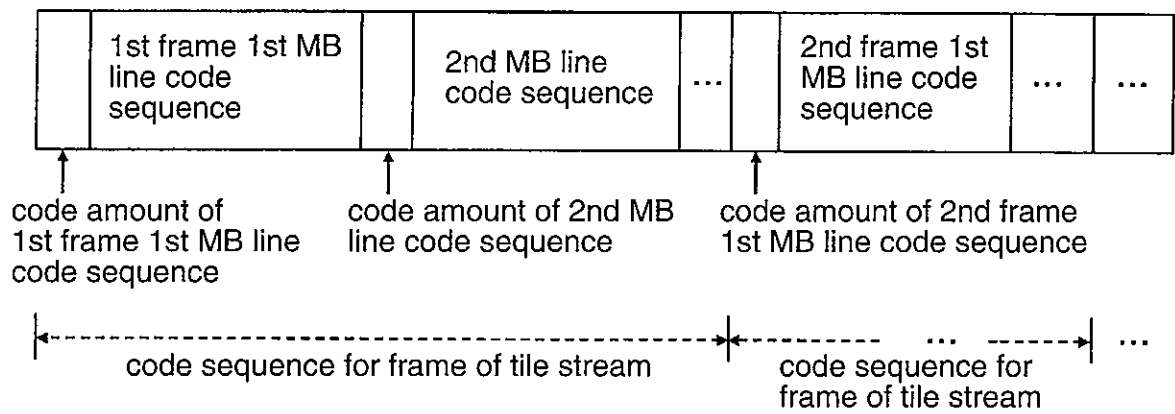


FIG. 20

