Figure 1
Prior Art

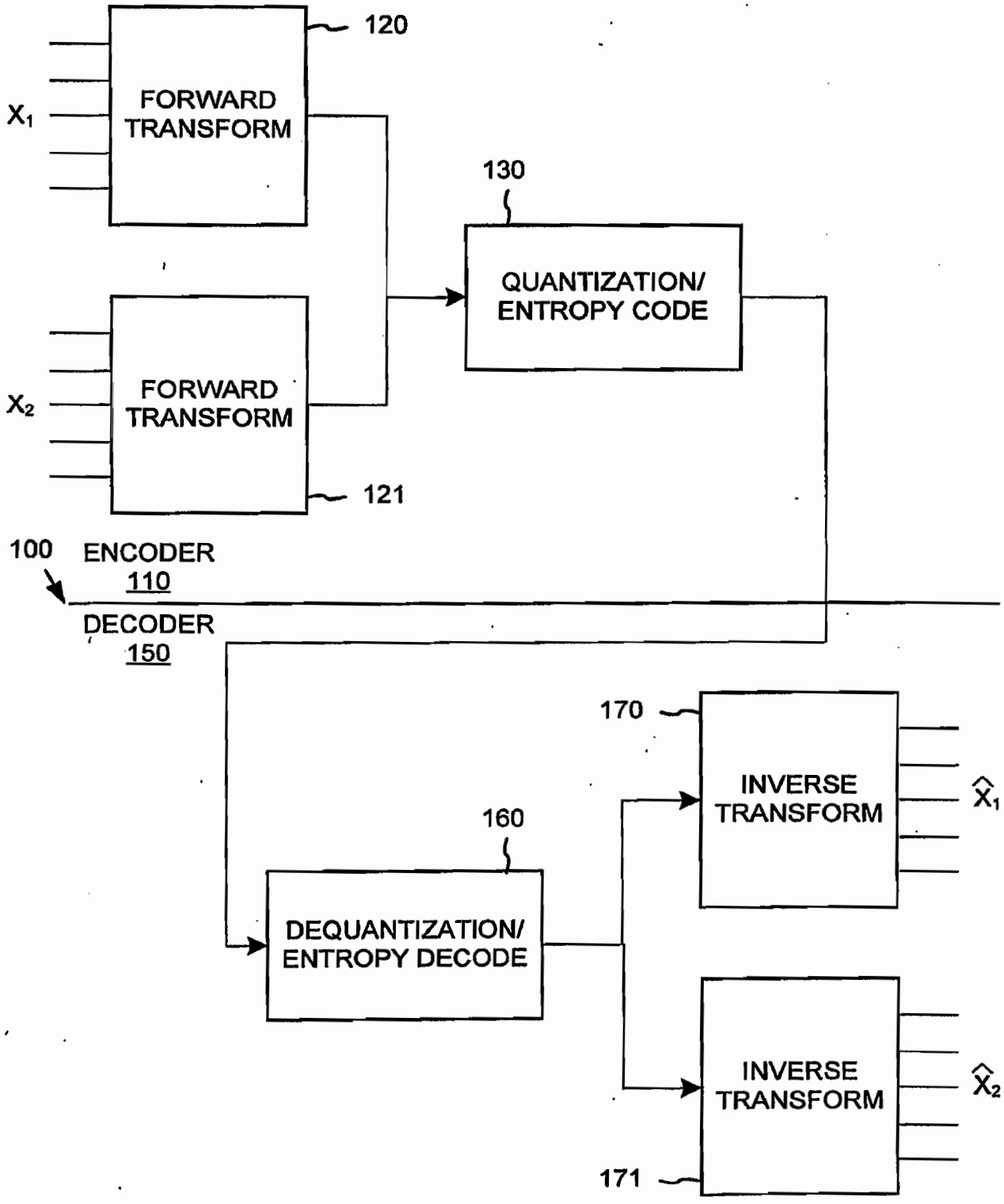


Figure 2

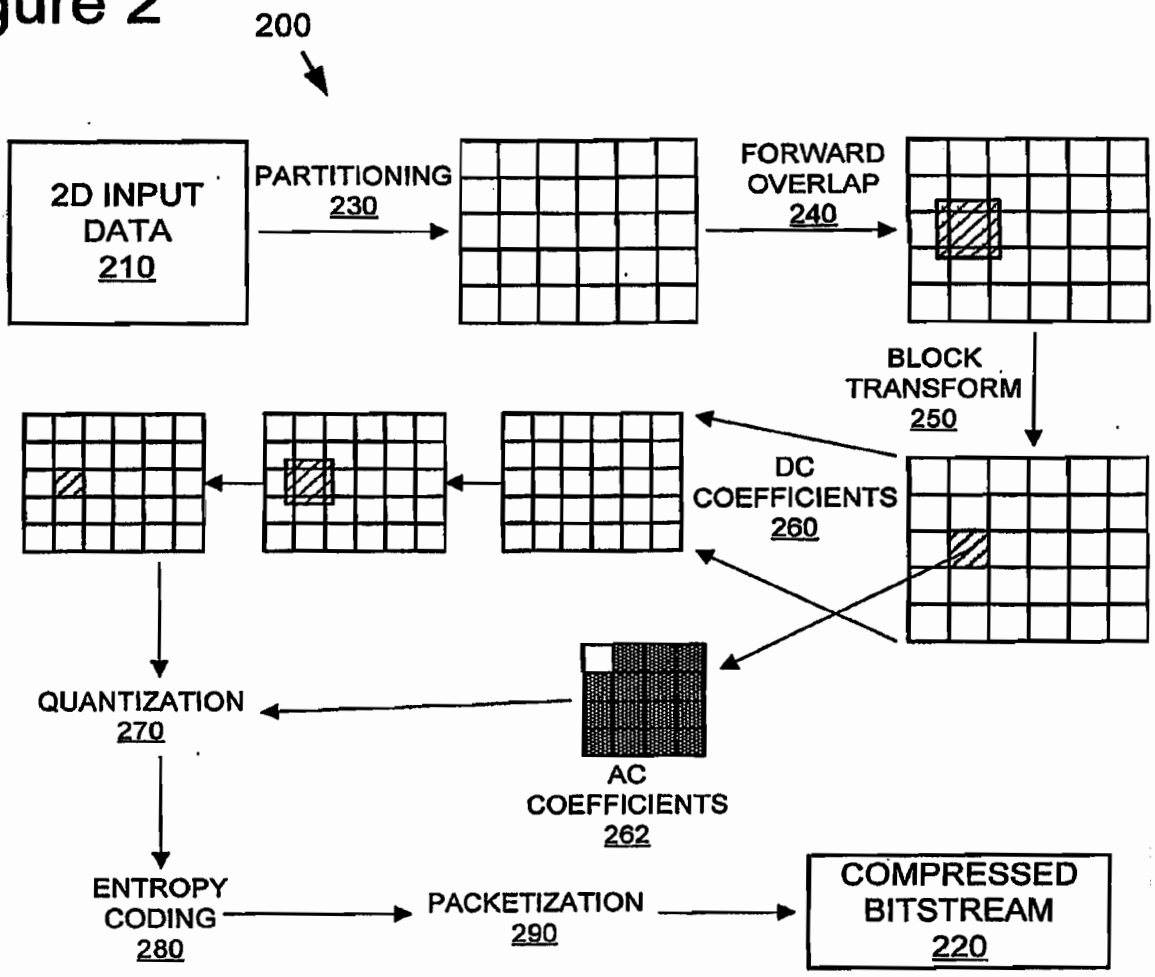

200
2D INPUT DATA 210
PARTITIONING 230
FORWARD OVERLAP 240
BLOCK TRANSFORM 250
DC COEFFICIENTS 260
AC COEFFICIENTS 262
QUANTIZATION 270
ENTROPY CODING 280
PACKETIZATION 290
COMPRESSED BITSTREAM 220

Figure 3

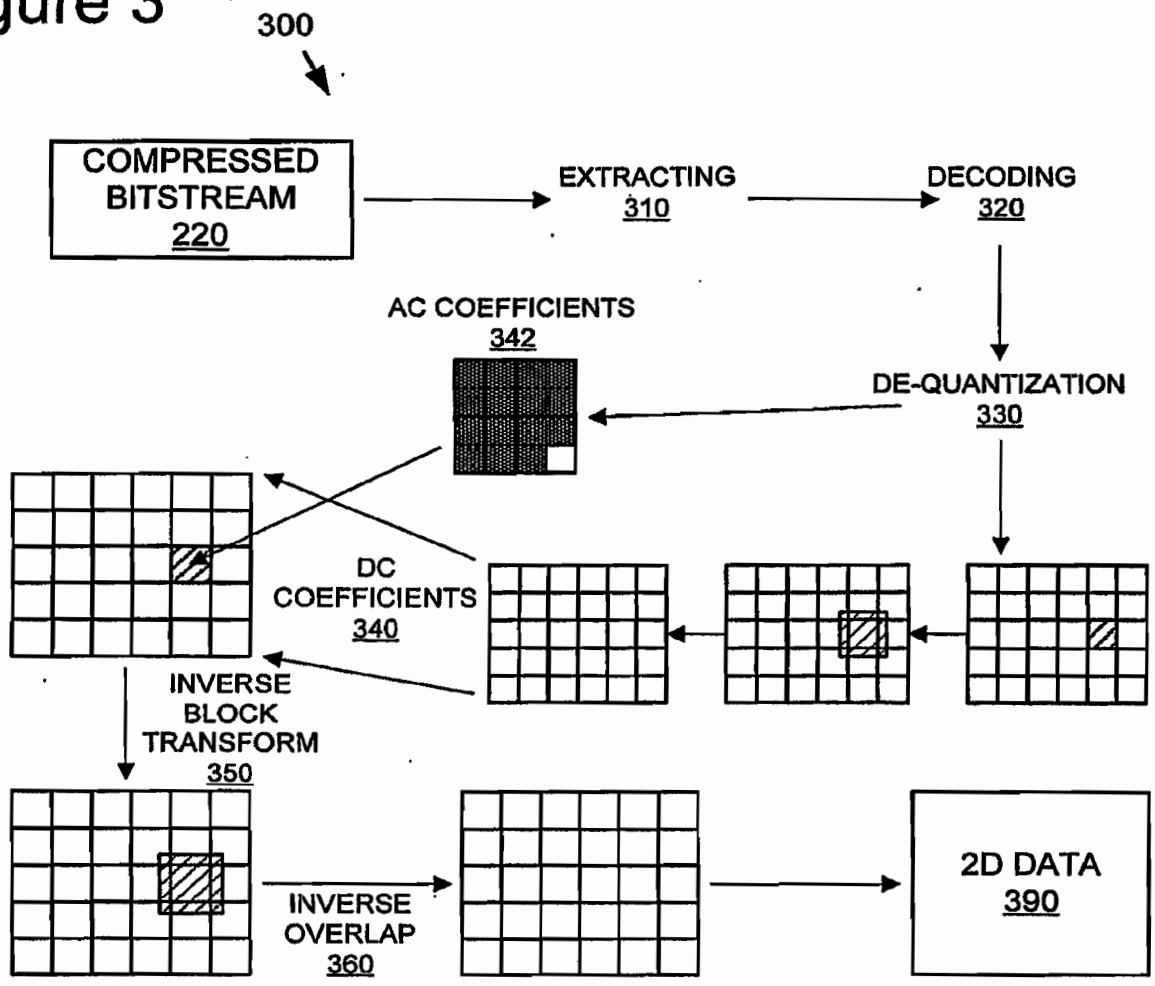

300
COMPRESSED BITSTREAM 220
EXTRACTING 310
DECODING 320
AC COEFFICIENTS 342
DE-QUANTIZATION 330
DC COEFFICIENTS 340
INVERSE BLOCK TRANSFORM 350
INVERSE OVERLAP 360
2D DATA 390

Figure 4

400

DC_QUANTIZER () {	Num bits
if(CHANNELS == 1)	
DC_CH_MODE = CH_UNIFORM	
Else	
DC_CH_MODE	2
if (DC_CH_MODE == CH_UNIFORM)	
DC_QUANT	8
Else if (DC_CH_MODE == CH_MIXED) {	
DC_QUANT_Y	8
DC_QUANT_UV	8
}	
Else if (DC_CH_MODE == CH_INDEPENDENT) {	
for (i = 0; i < CHANNELS; i++)	
DC_QUANT_CHANNEL_i	8
}	
}	

Figure 5

500

LP_QUANTIZER () {	Num bits
for (q = 0; q < LP_QUANTIZERS; q++) {	
if(CHANNELS == 1)	
LP_CHMODE[q] = CH_UNIFORM	
Else	
LP_CH_MODE[q]	2
if (LP_CH_MODE[q] == CH_UNIFORM)	
LP_QUANT[q]	8
else if (LP_CH_MODE[q] == CH_MIXED) {	
LP_QUANT_Y[q]	8
LP_QUANT_UV[q]	8
}	
else if (LP_CH_MODE[q] == CH_INDEPENDENT)	
for (i = 0; i < CHANNELS; i++)	
LP_QUANT_CHANNEL_i[q]	8
}	
}	

Figure 6

600

HP_QUANTIZER () {	Num bits
for (q = 0; q < HP_QUANTIZERS; q++) {	
if(CHANNELS == 1)	
HP_CH_MODE[q] = CH_UNIFORM	
Else	
HP_CH_MODE[q]	2
if (HP_CH_MODE[q] == CH_UNIFORM)	
HP_QUANT[q]	8
else if (LP_CH_MODE[q] == CH_MIXED) {	
HP_QUANT_Y[q]	8
HP_QUANT_UV[q]	8
}	
else if (HP_CH_MODE[q] == CH_INDEPENDENT)	
for (i = 0; i < CHANNELS; i++)	
HP_QUANT_CHANNEL_i[q]	8
}	
}	

Figure 7

700

FRAME () {	Num bits
...	lots
DC_FRAME_UNIFORM	1
if (DC_FRAME_UNIFORM)	
DC_QUANTIZER	variable
if('lowpass not skipped'){	
USE_DC_QUANTIZER	1
if(USE_DC_QUANTIZER == FALSE){	
LP_FRAME_UNIFORM	1
If(LP_FRAME_UNIFORM){	
LP_QUANTIZERS = 1	
LP_QUANTIZER()	variable
}	
}	
}	
if('highpass not skipped'){	
USE_LP_QUANTIZER	1
if(USE_LP_QUANTIZER == FALSE){	
HP_FRAME_UNIFORM	1
If(HP_FRAME_UNIFORM){	
HP_QUANTIZERS = 1	
HP_QUANTIZER()	variable
}	
}	
}	
}	

Figure 8

800

SPATIAL_TILE () {	Num bits
...	lots
if (DC_FRAME_UNIFORM == FALSE)	
DC_QUANTIZER	variable
if ('lowpass not skipped' && LP_FRAME_UNIFORM == FALSE) {	
USE_DC_QUANTIZER	1
If(USE_DC_QUANTIZER == FALSE)	
LP_QUANTIZERS	4
LP_QUANTIZER	variable
}	
if('higpass not skipped' && HP_FRAME_UNIFORM){	
USE_LP_QUANTIZER	1
If(USE_LP_QUANTIZER == FALSE)	
HP_QUANTIZERS	4
HP_QUANTIZER	variable
}	
...	lots
}	

Figure 9

900

DC_TILE () {	Num bits
...	lots
if (DC_FRAME_UNIFORM == FALSE) {	
DC_QUANTIZER	variable
}	
...	lots
}	

Figure 10

1000

LP_TILE () {	Num bits
...	lots
if (LP_FRAME_UNIFORM == FALSE) {	
USE_DC_QUANTIZER	1
if(USE_DC_QUANTIZER == FALSE)	
LP_QUANTIZERS	4
LP_QUANTIZER	Variable
}	
...	Lots
}	

Figure 11

1100

HP_TILE () {	Num bits
...	Lots
if (HP_FRAME_UNIFORM == FALSE) {	
USE_LP_QUANTIZER	1
if(USE_LP_QUANTIZER == FALSE)	
HP_QUANTIZERS	4
HP_QUANTIZER	Variable
}	
...	Lots
}	

Figure 12

1200

SPATIAL_MB () {	Num bits
if ('lowpass not skipped' && LP_QUANTIZERS > 1 && USE_DC_QUANTIZER == FALSE)	
LP_QUANTIZER_INDEX	Variable
if('higpass not skipped' && HP_QUANTIZERS > 1 && USE_HP_QUANTIZER == FALSE)	
HP_QUANTIZER_INDEX	Variable
...	Lots
}	

Figure 13

1300

LP_MB () {	Num bits
...	Lots
if (LP_QUANTIZERS > 1 && USE_DC_QUANTIZER == FALSE)	
LP_QUANTIZER_INDEX	Variable
...	Lots
}	

Figure 14

1400

HP_MB () {	Num bits
...	Lots
if (HP_QUANTIZERS > 1 && USE_LP_QUANTIZER == FALSE)	
HP_QUANTIZER_INDEX	Variable
...	Lots
}	

Figure 15

