Figure 1

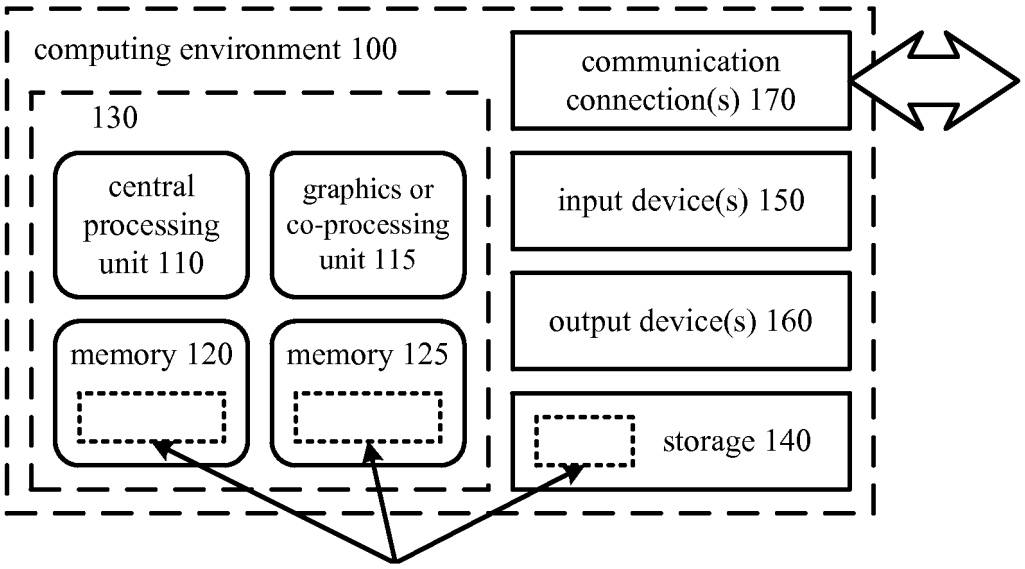


Figure 2a

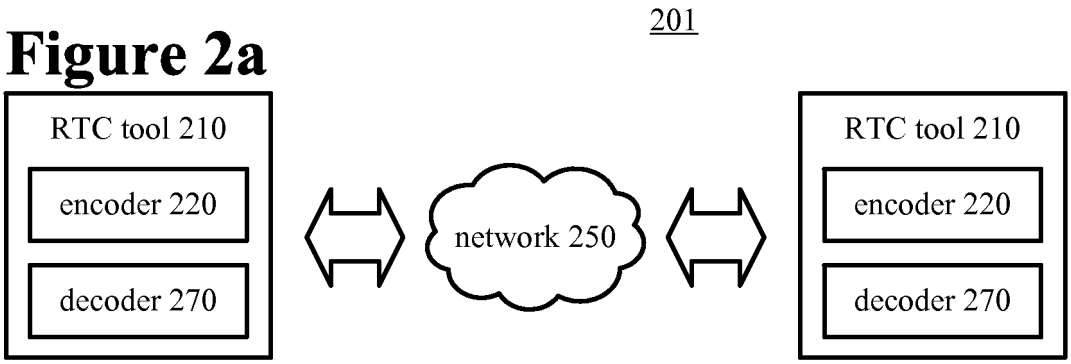
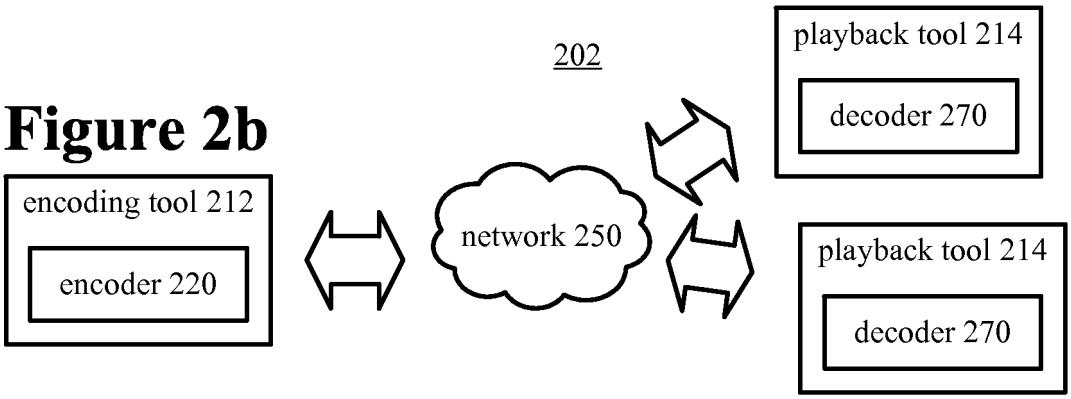


Figure 2b



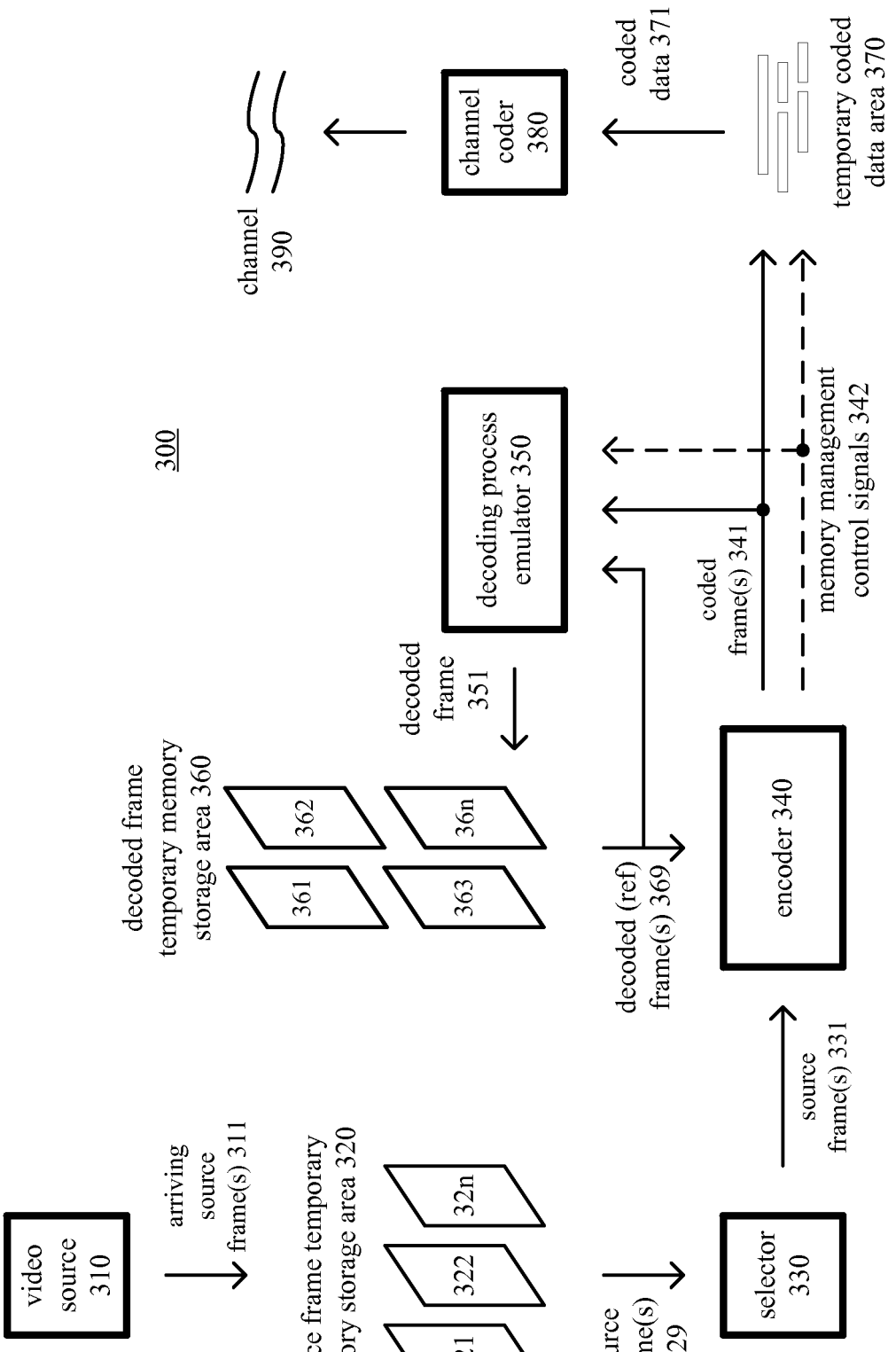

video source 310
arriving source frame(s) 311
source frame temporary memory storage area 320
321
322
32n
source frame(s) 329
selector 330
source frame(s) 331
encoder 340
decoded (ref) frame(s) 369
coded frame(s) 341
memory management control signals 342
decoded frame temporary memory storage area 360
361
362
363
36n
decoded frame 351
decoding process emulator 350
300
channel 390
channel coder 380
coded data 371
temporary coded data area 370

Figure 3

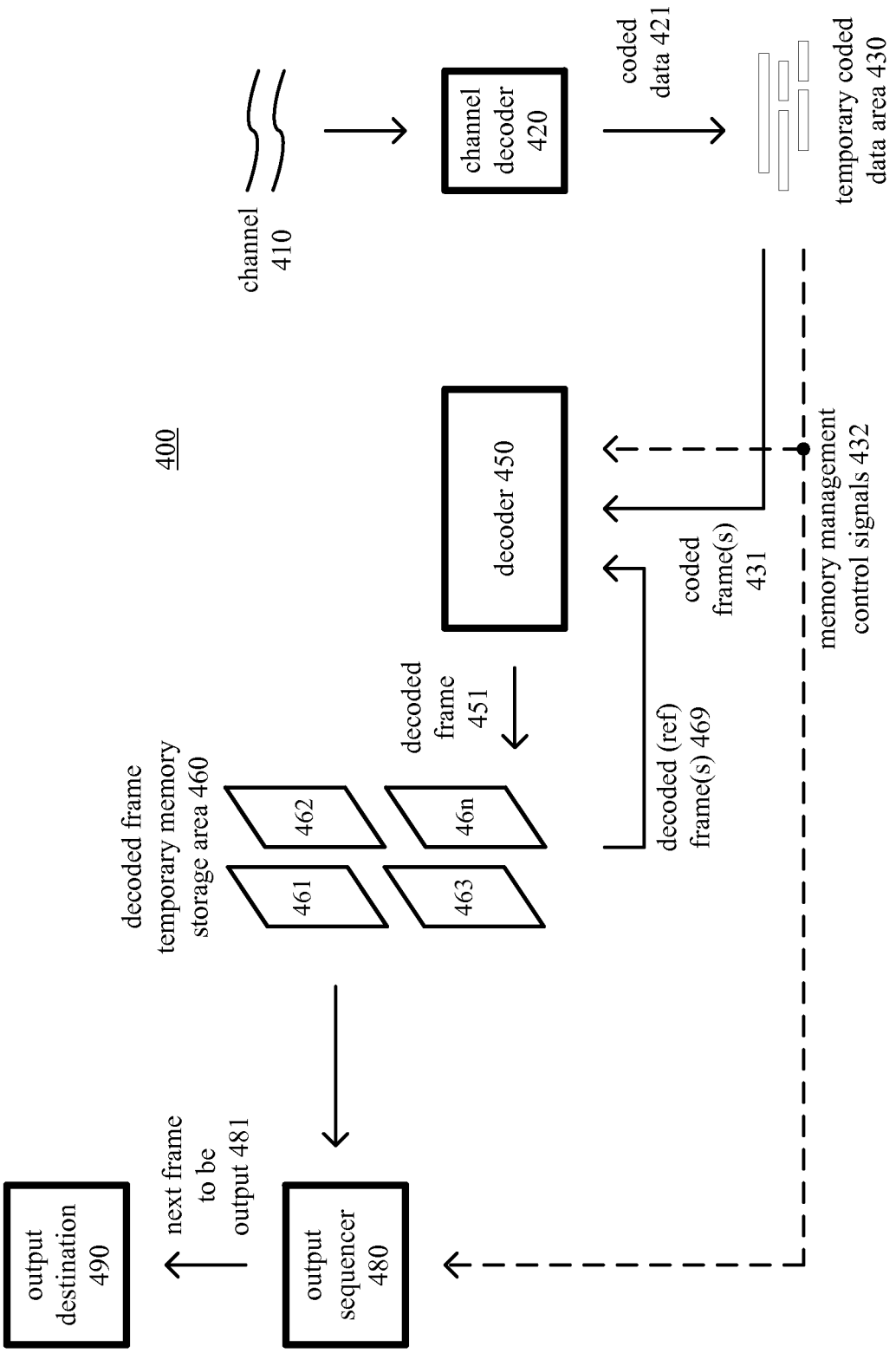

400
channel 410
channel decoder 420
coded data 421
temporary coded data area 430
memory management control signals 432
decoder 450
coded frame(s) 431
decoded (ref) frame(s) 469
decoded frame 451
decoded frame temporary memory storage area 460
461
462
463
46n
output sequencer 480
next frame to be output 481
output destination 490

Figure 4

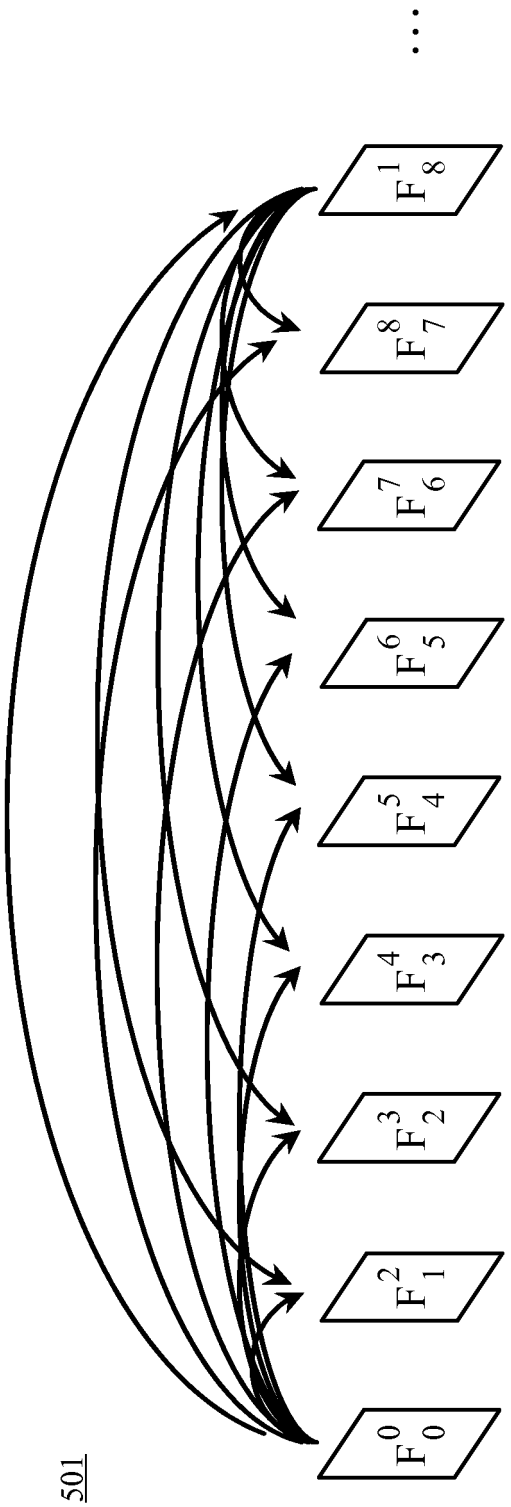


Figure 5a

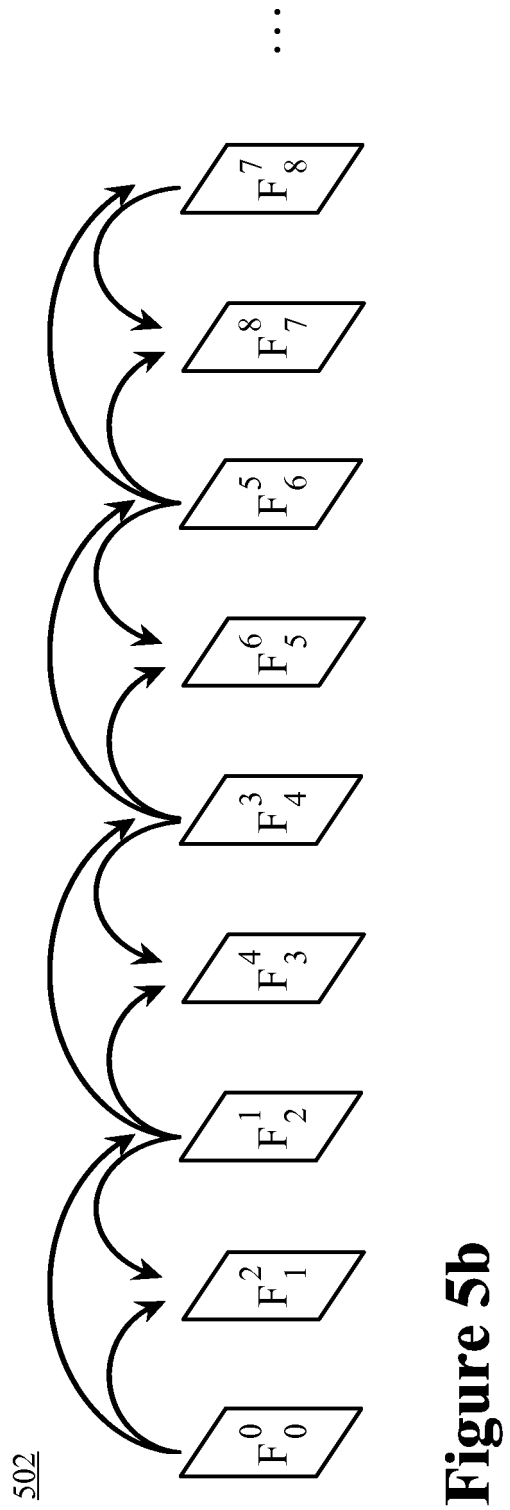


Figure 5b

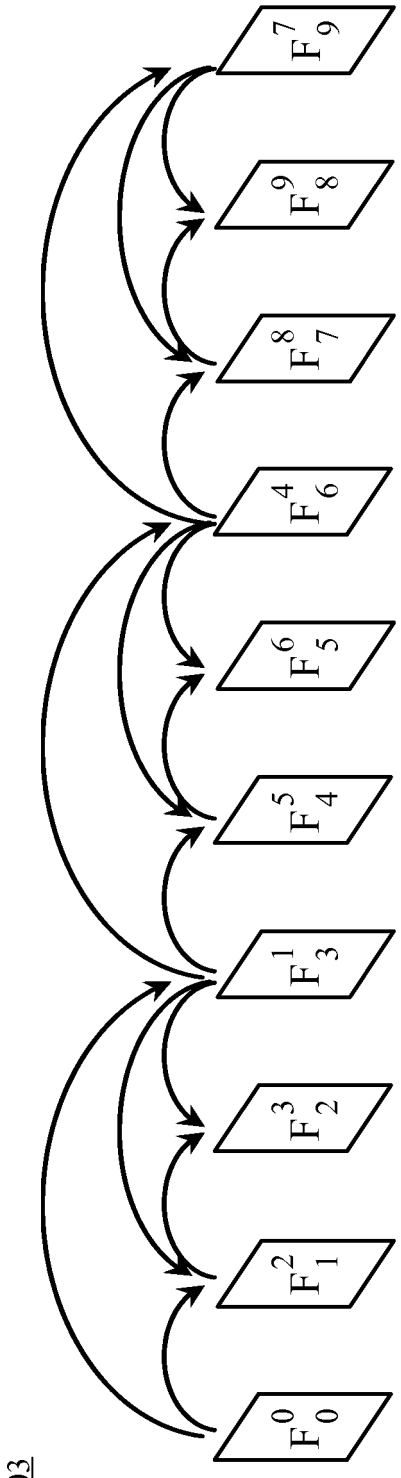


Figure 5c

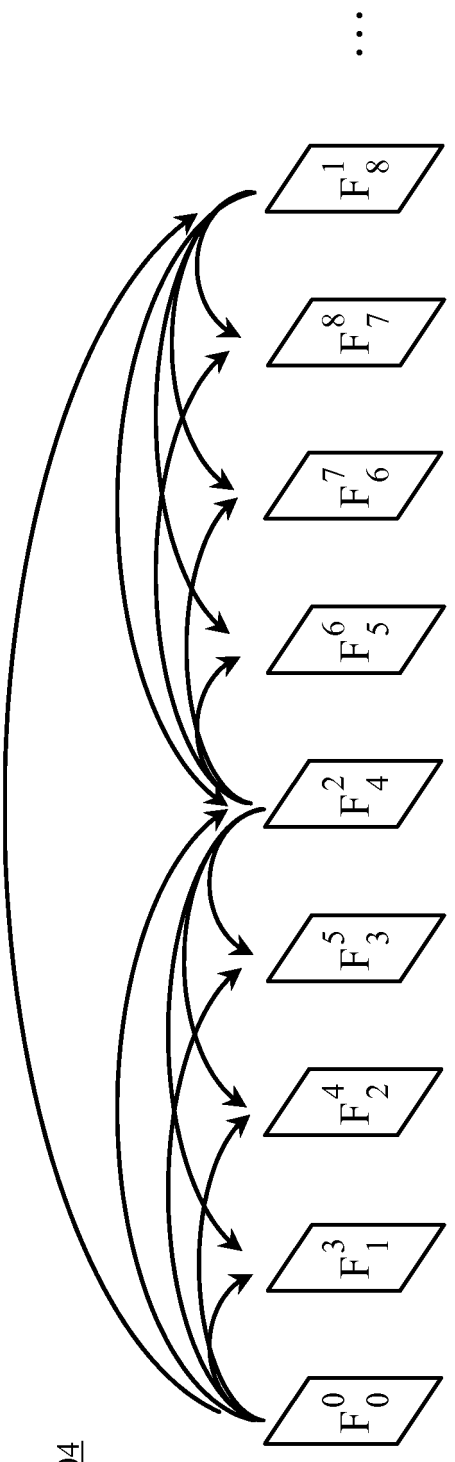


Figure 5d

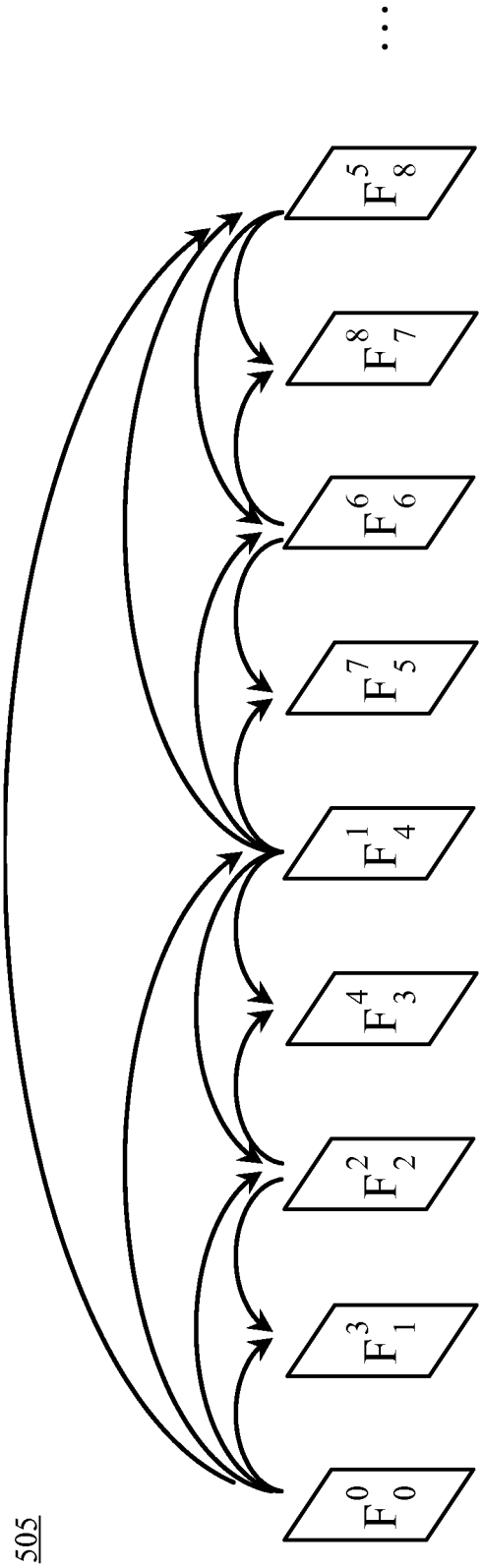


Figure 5e

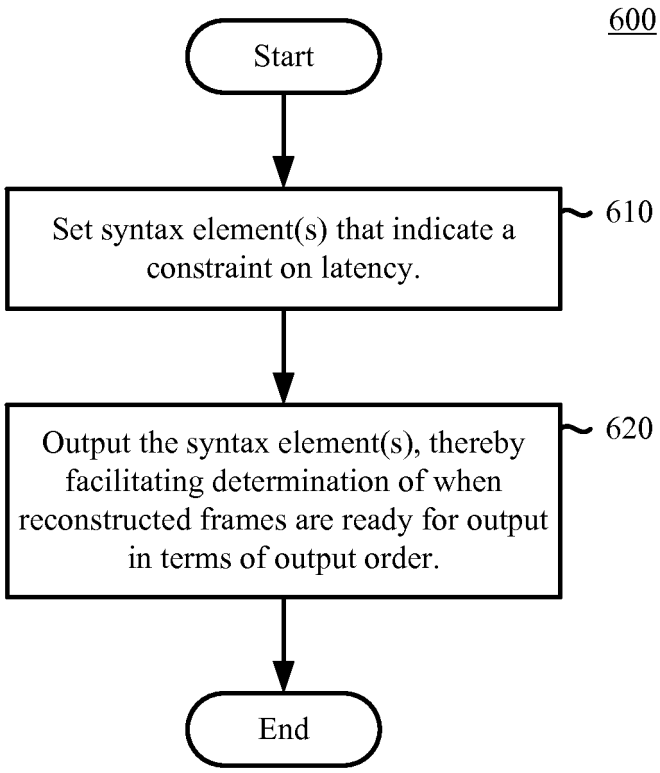

600
Start
Set syntax element(s) that indicate a constraint on latency.
610
Output the syntax element(s), thereby facilitating determination of when reconstructed frames are ready for output in terms of output order.
620
End

Figure 6

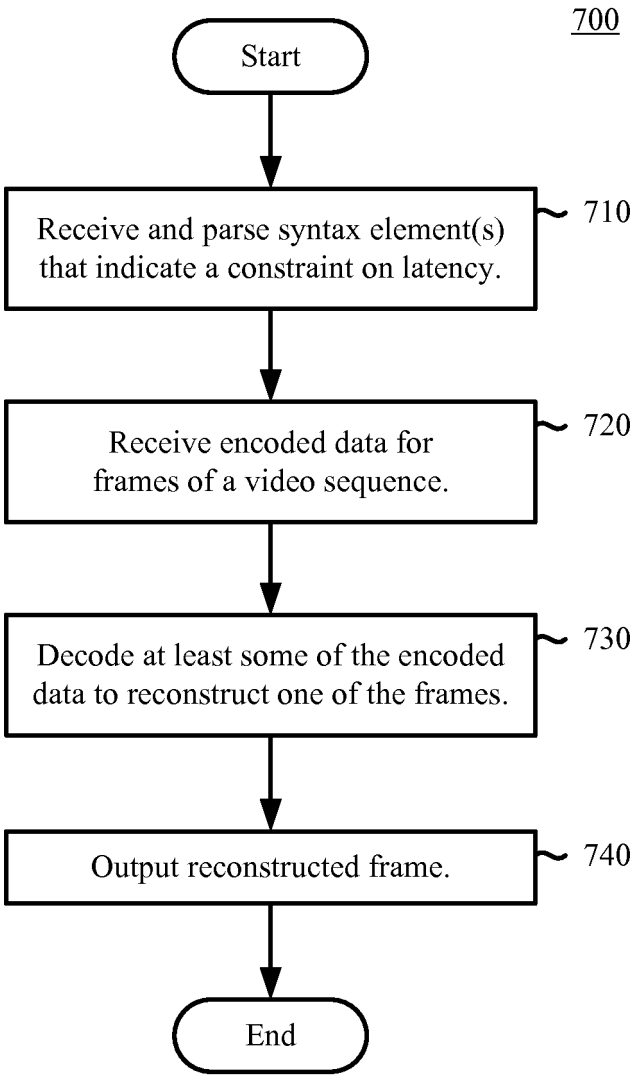

700
Start
Receive and parse syntax element(s) that indicate a constraint on latency.
710
Receive encoded data for frames of a video sequence.
720
Decode at least some of the encoded data to reconstruct one of the frames.
730
Output reconstructed frame.
740
End

Figure 7