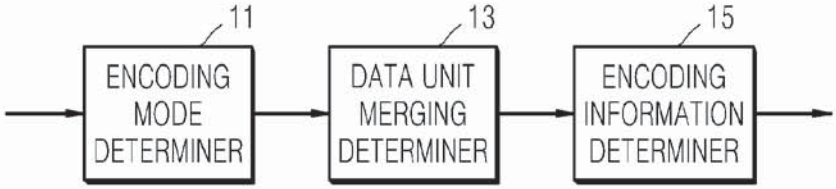
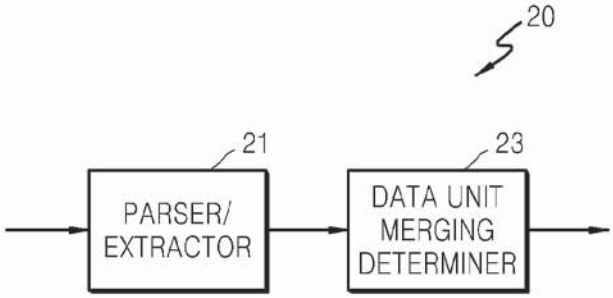
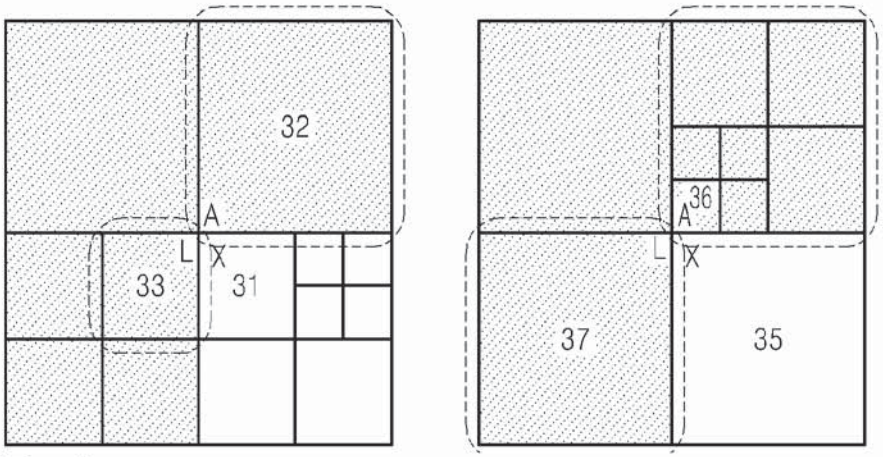
[Fig. 1]



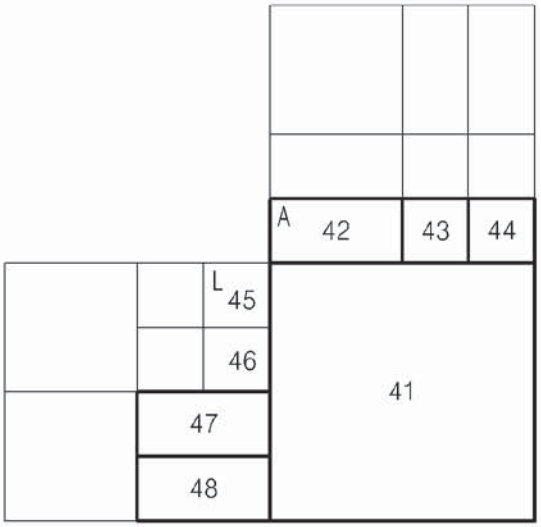
[Fig. 2]



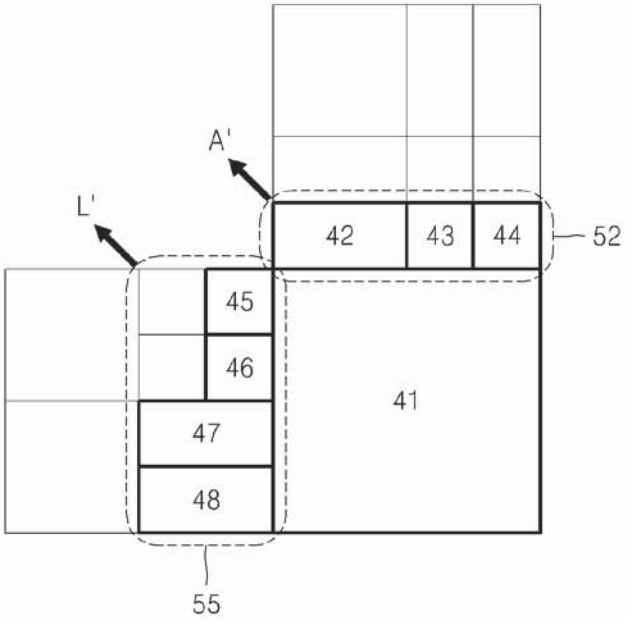
[Fig. 3]



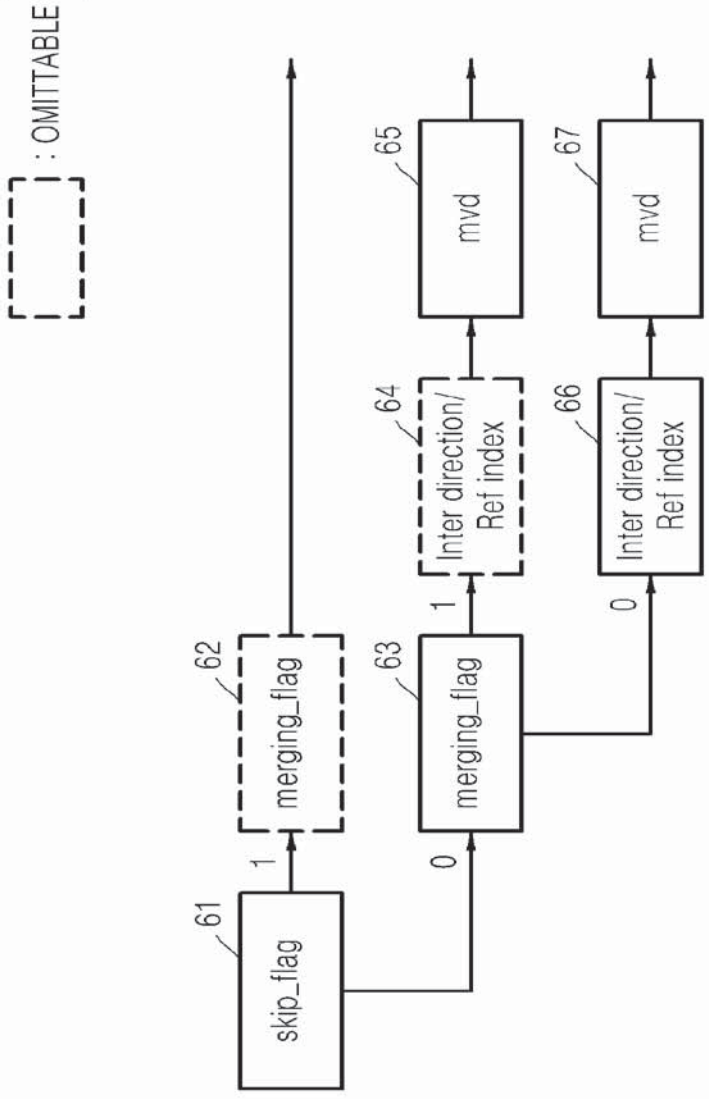
[Fig. 4]



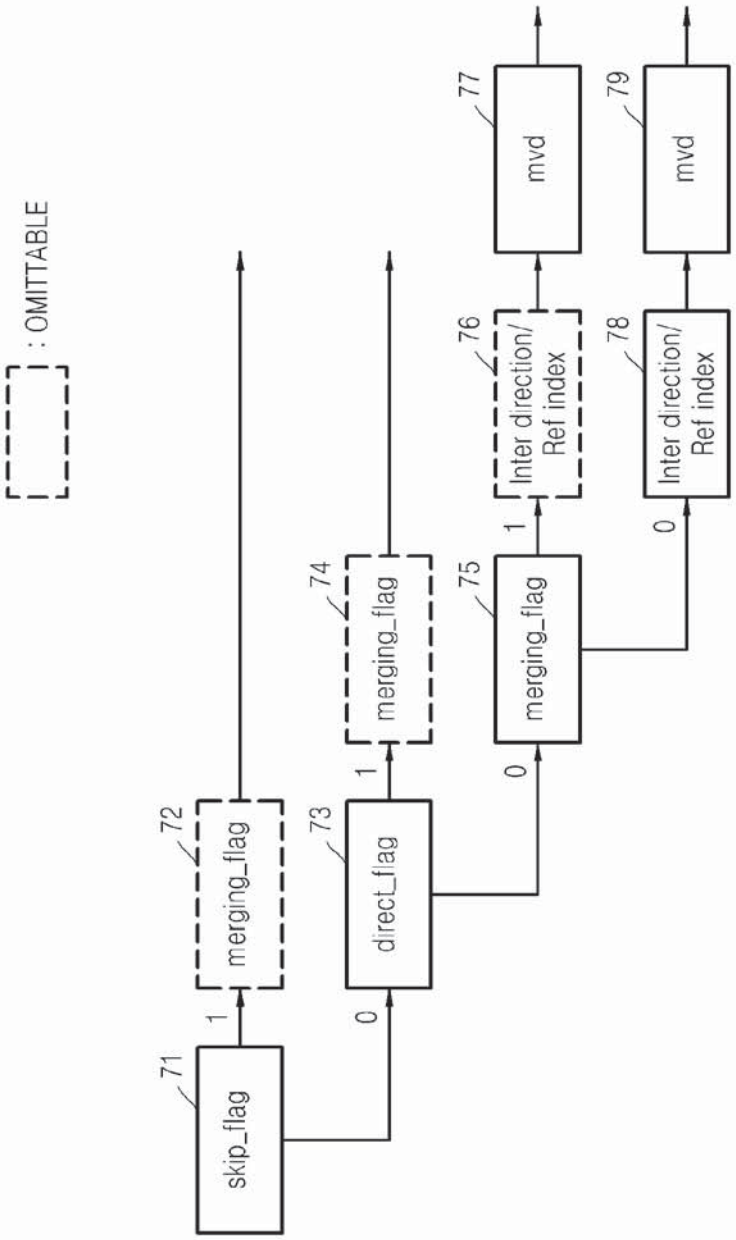
[Fig. 5]


A'
L'
42
43
44
52
45
46
41
47
48
55

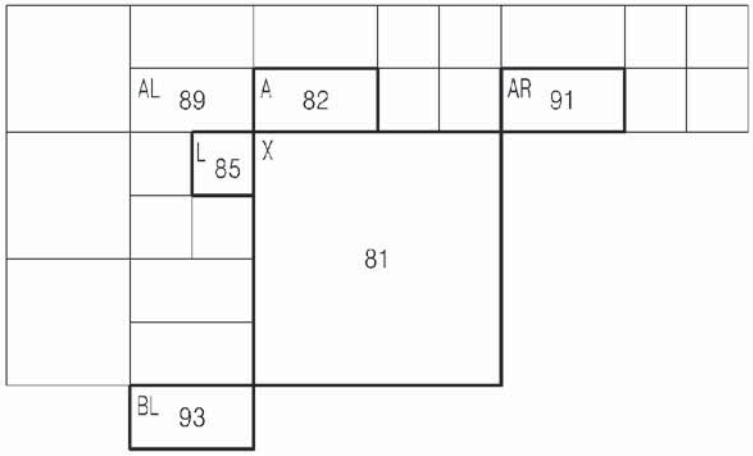
[Fig. 6]


: OMITTABLE
61
skip_flag
62
merging_flag
63
merging_flag
64
Inter direction/
Ref index
65
mvd
66
Inter direction/
Ref index
67
mvd
1
0
1
0

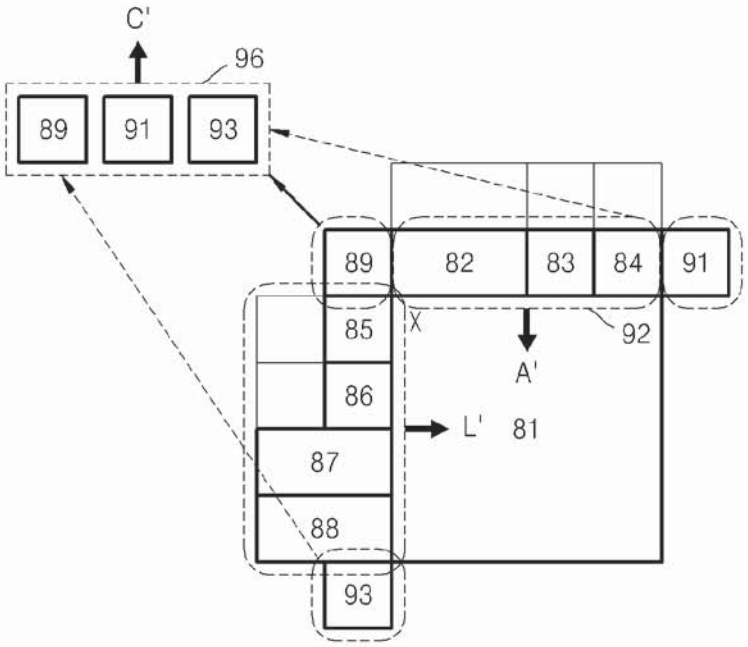
[Fig. 7]


: OMITTABLE
71
skip_flag
72
merging_flag
73
direct_flag
74
merging_flag
75
merging_flag
76
Inter direction/
Ref index
77
mvd
78
Inter direction/
Ref index
79
mvd
1
0
1
0
1
0

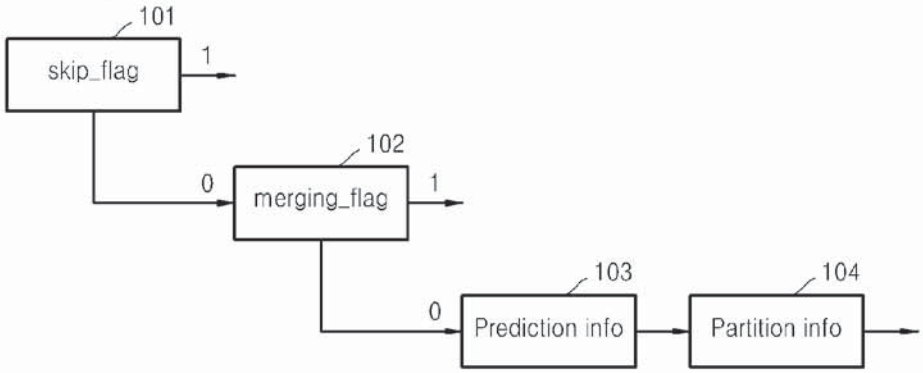
[Fig. 8]


AL 89
A 82
AR 91
L 85
X
81
BL 93

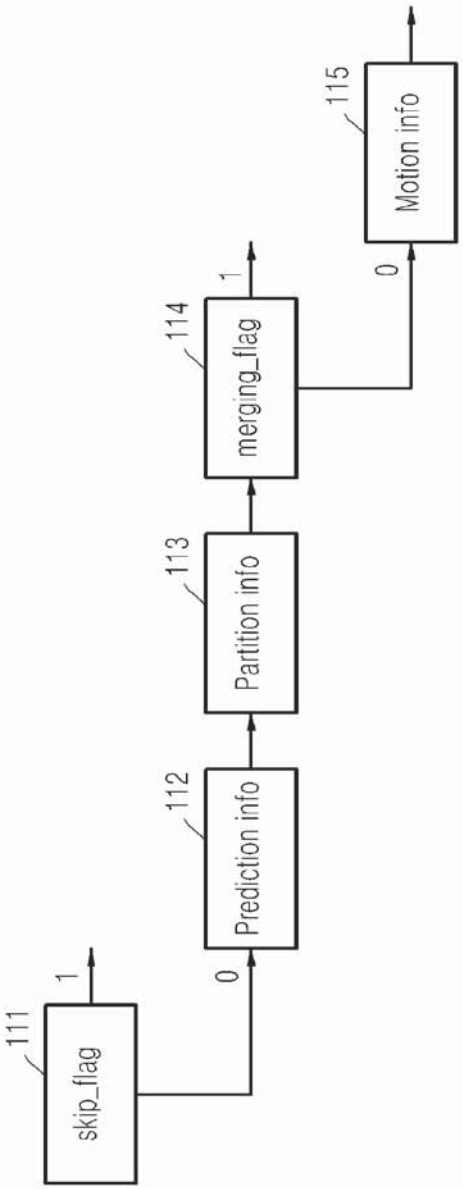
[Fig. 9]


C'
96
89
91
93
89
82
83
84
91
85
X
92
A'
86
L'
81
87
88
93

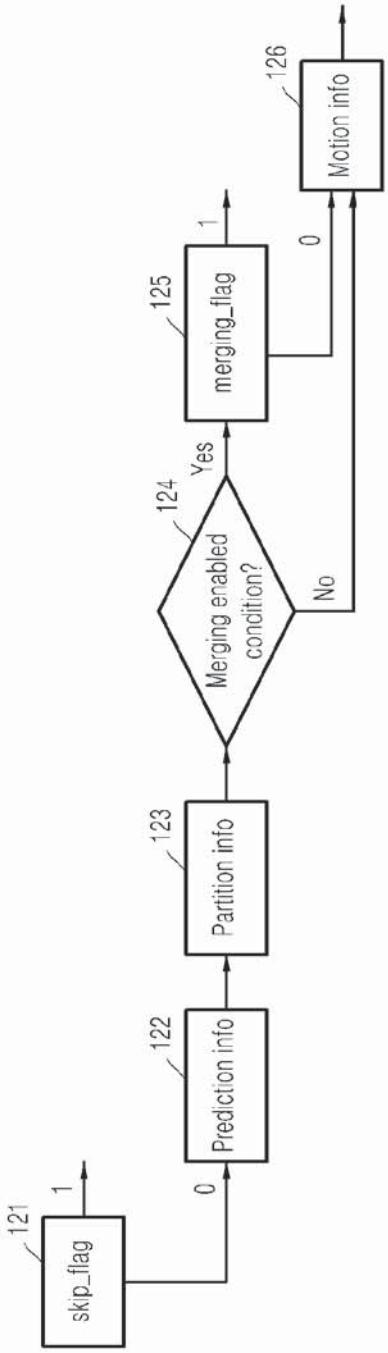
[Fig. 10]


101
skip_flag
1
102
0
merging_flag
1
103
104
0
Prediction info
Partition info

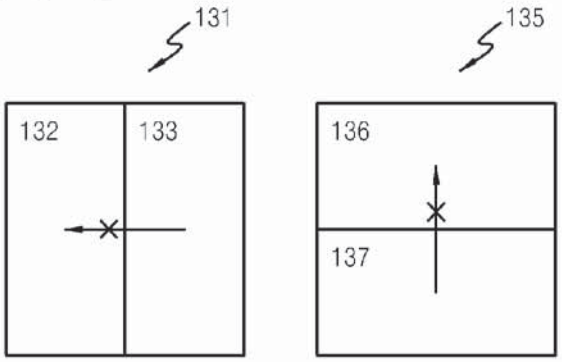
[Fig. 11]


111
skip_flag
1
0
112
Prediction info
113
Partition info
114
merging_flag
1
0
115
Motion info

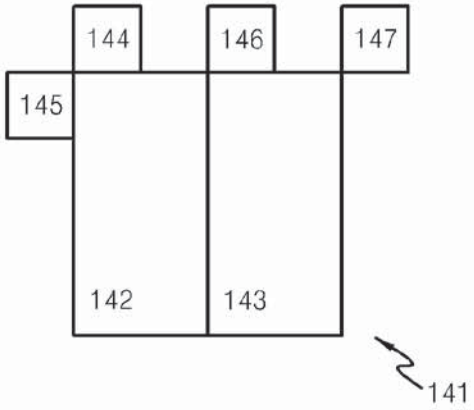
[Fig. 12]


skip_flag
121
1
0
Prediction info
122
Partition info
123
Merging enabled condition?
124
Yes
No
merging_flag
125
1
0
Motion info
126

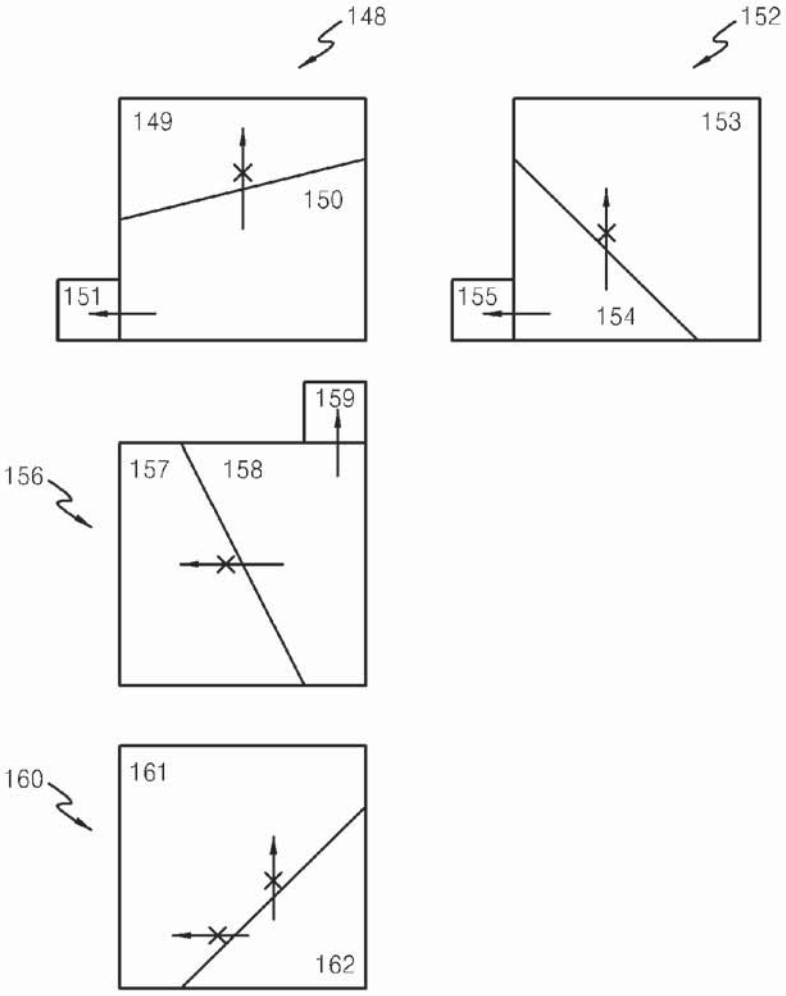
[Fig. 13]


131
132
133
135
136
137

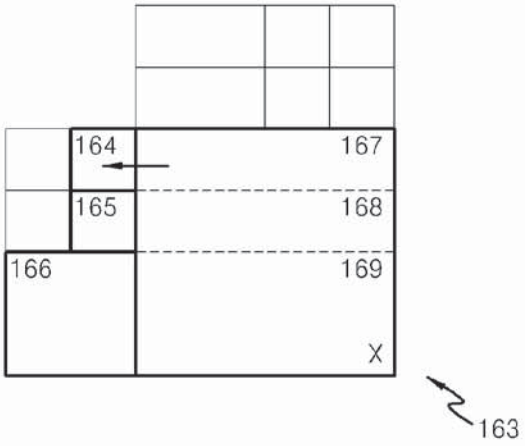
[Fig. 14]


144
146
147
145
142
143
141

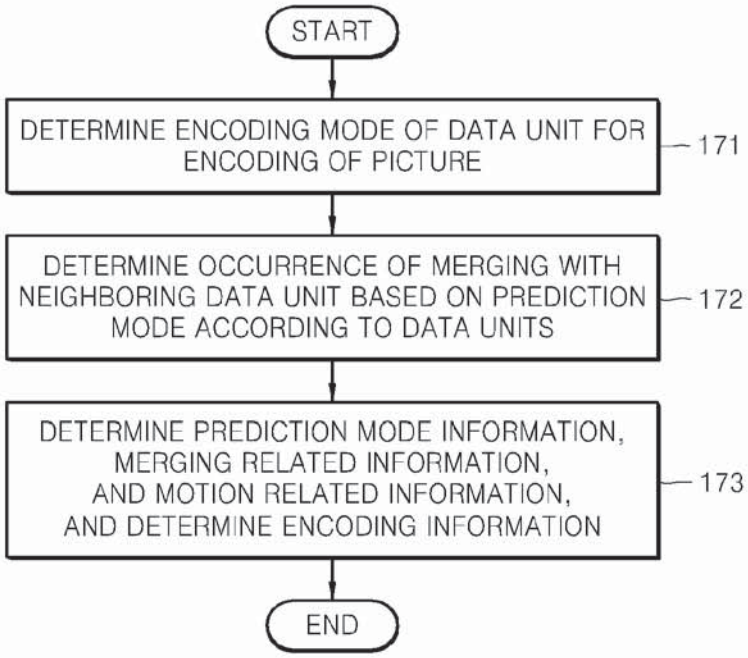
[Fig. 15]


148
152
149
150
151
153
155
154
159
156
157
158
160
161
162

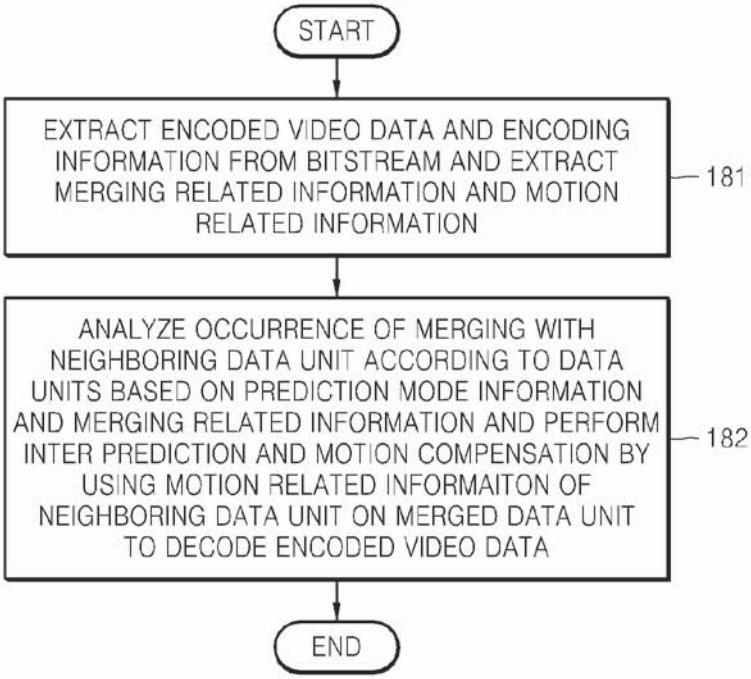
[Fig. 16]



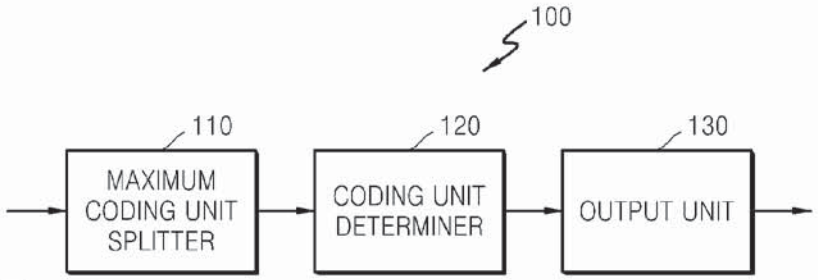
[Fig. 17]



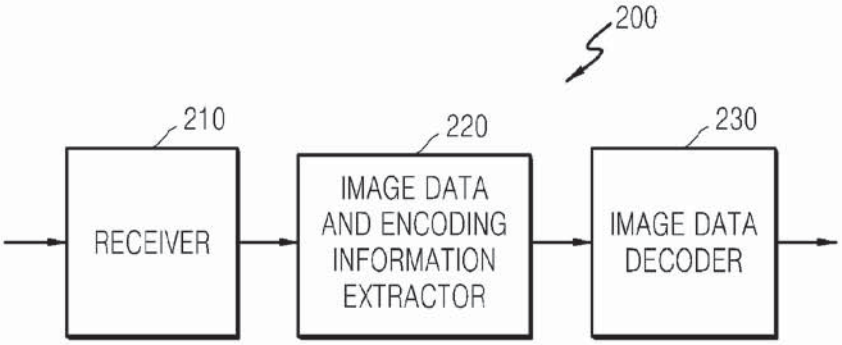
[Fig. 18]



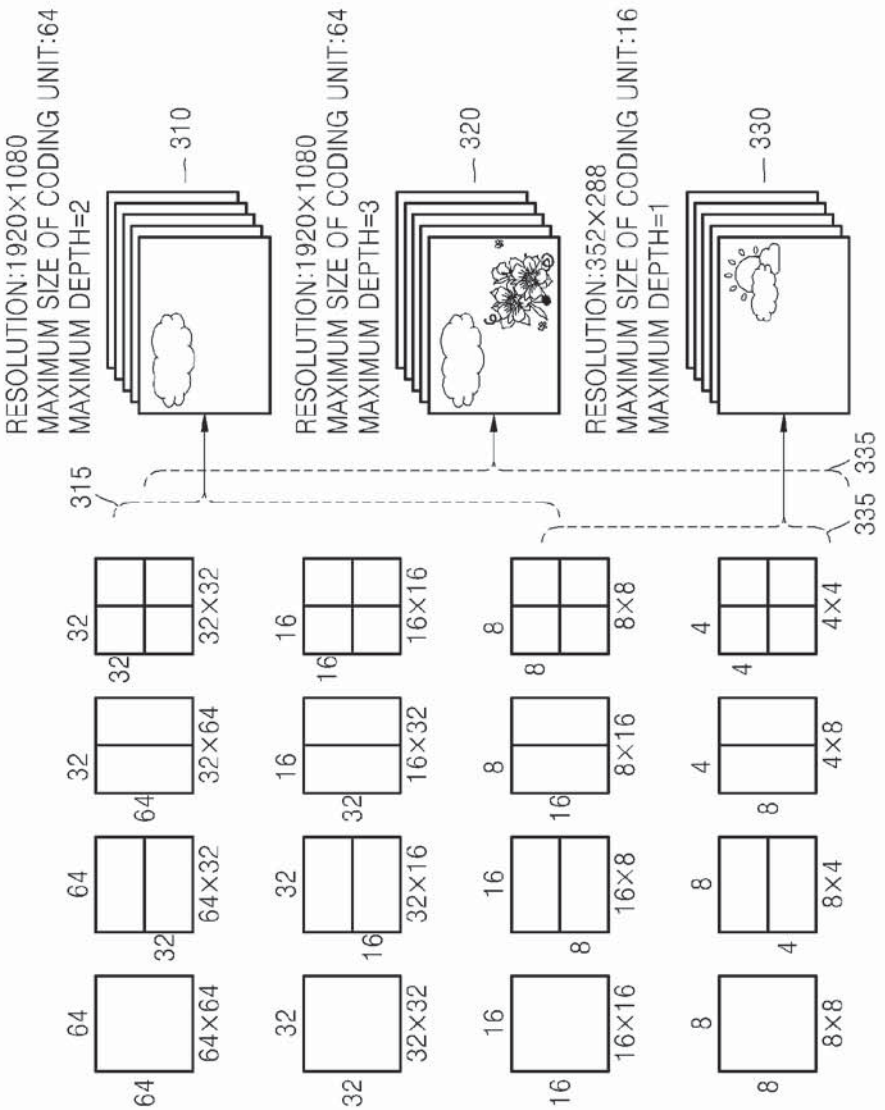
[Fig. 19]



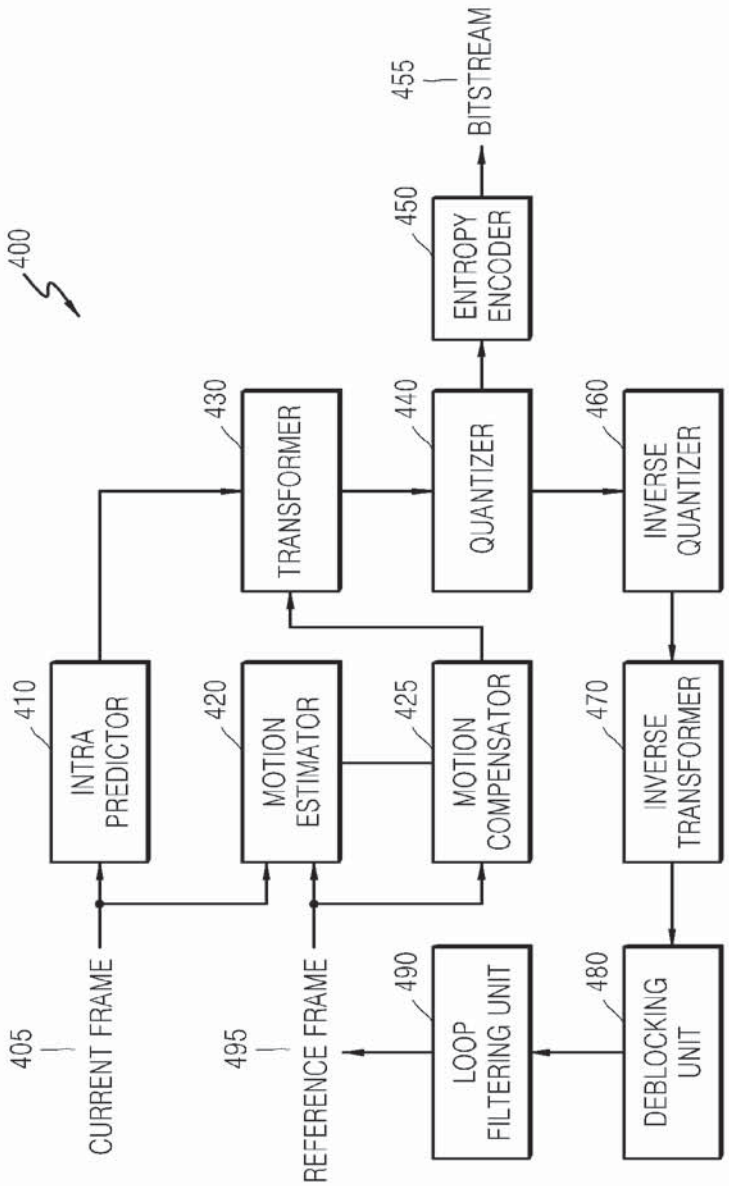
[Fig. 20]



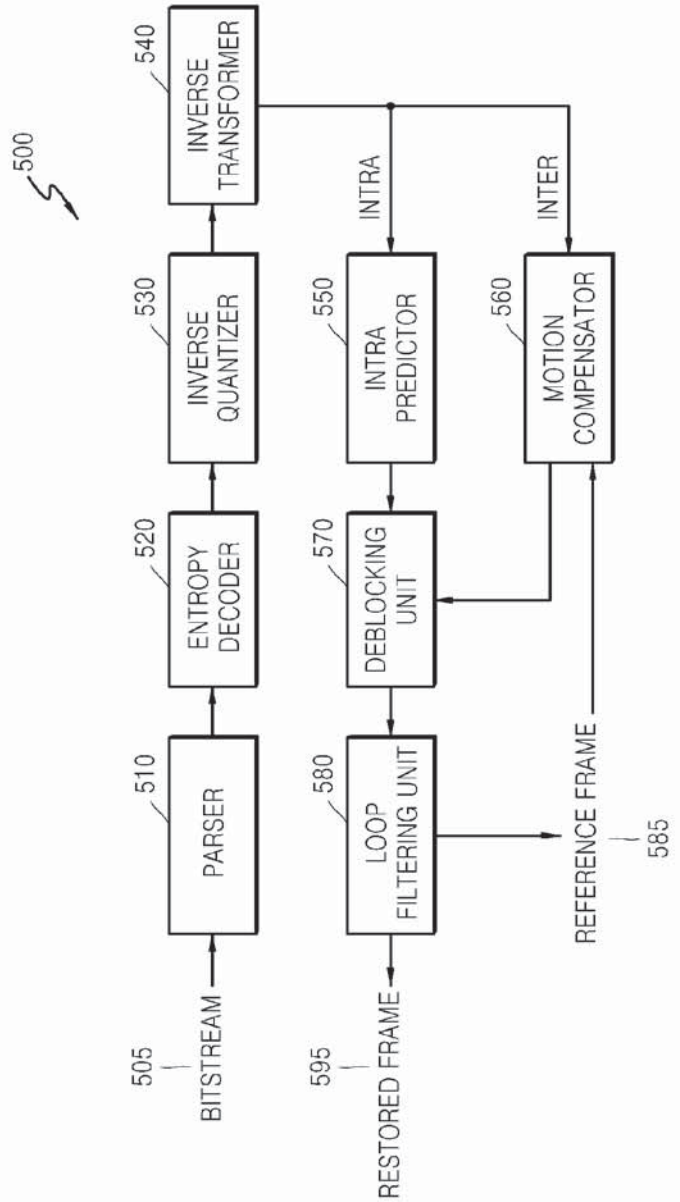
[Fig. 21]



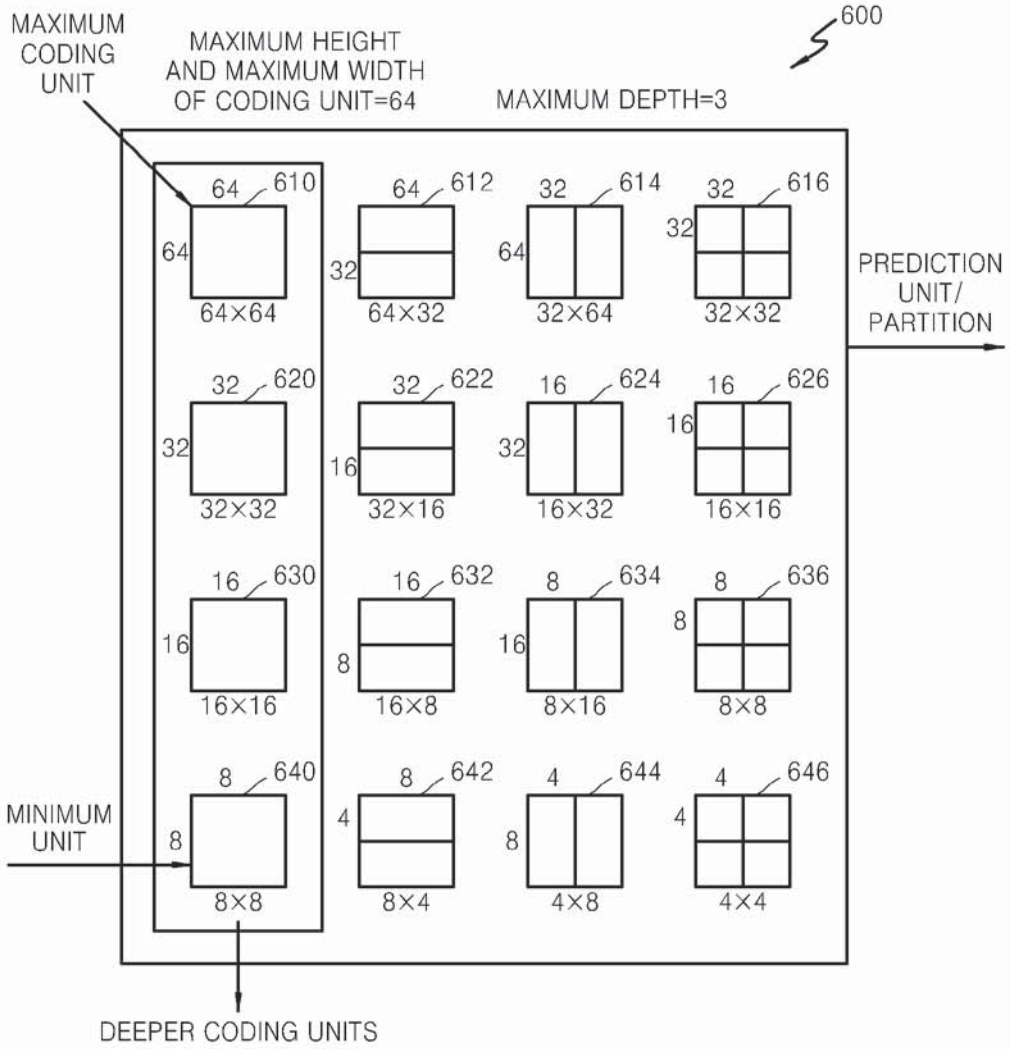
[Fig. 22]


400
455
BITSTREAM
450
ENTROPY ENCODER
430
TRANSFORMER
440
QUANTIZER
460
INVERSE QUANTIZER
410
INTRA PREDICTOR
420
MOTION ESTIMATOR
425
MOTION COMPENSATOR
470
INVERSE TRANSFORMER
405
CURRENT FRAME
495
REFERENCE FRAME
490
LOOP FILTERING UNIT
480
DEBLOCKING UNIT

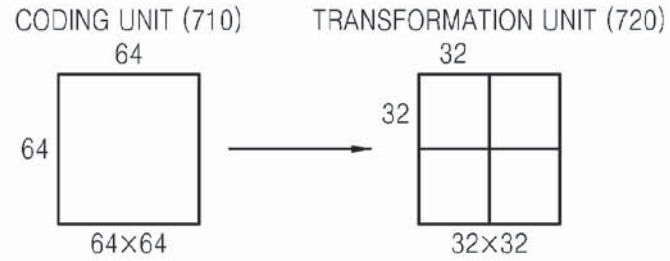
[Fig. 23]


500
INVERSE TRANSFORMER
540
INVERSE QUANTIZER
530
ENTROPY DECODER
520
PARSER
510
BITSTREAM
505
INTRA
INTRA PREDICTOR
550
DEBLOCKING UNIT
570
LOOP FILTERING UNIT
580
RESTORED FRAME
595
INTER
MOTION COMPENSATOR
560
REFERENCE FRAME
585

[Fig. 24]

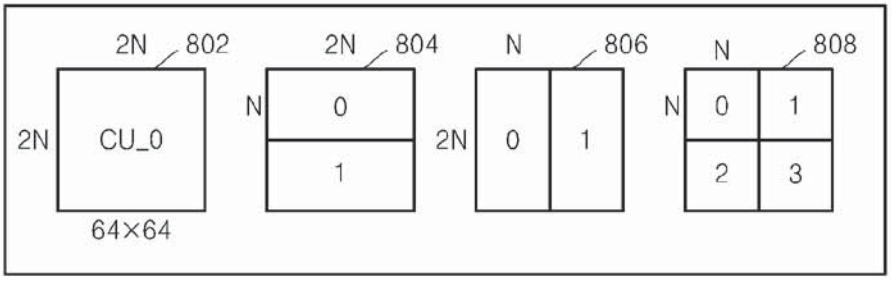

600
MAXIMUM CODING UNIT
MAXIMUM HEIGHT AND MAXIMUM WIDTH OF CODING UNIT=64
MAXIMUM DEPTH=3
PREDICTION UNIT/ PARTITION
64 610 64 64×64
64 612 32 64×32
32 614 64 32×64
32 616 32 32×32
32 620 32 32×32
32 622 16 32×16
16 624 32 16×32
16 626 16 16×16
16 630 16 16×16
16 632 8 16×8
8 634 16 8×16
8 636 8 8×8
8 640 8 8×8
8 642 4 8×4
4 644 8 4×8
4 646 4 4×4
MINIMUM UNIT
DEEPER CODING UNITS

[Fig. 25]

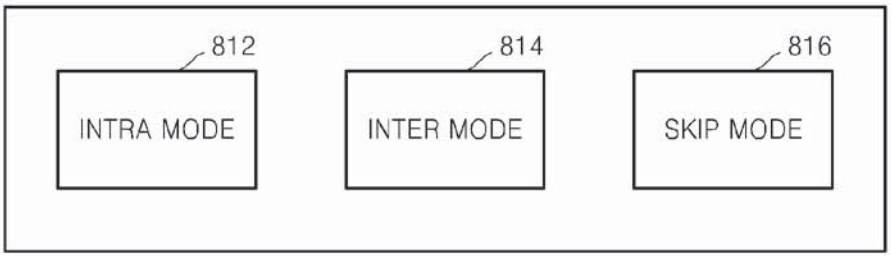

CODING UNIT (710)
64
64
64×64
TRANSFORMATION UNIT (720)
32
32
32×32

[Fig. 26]

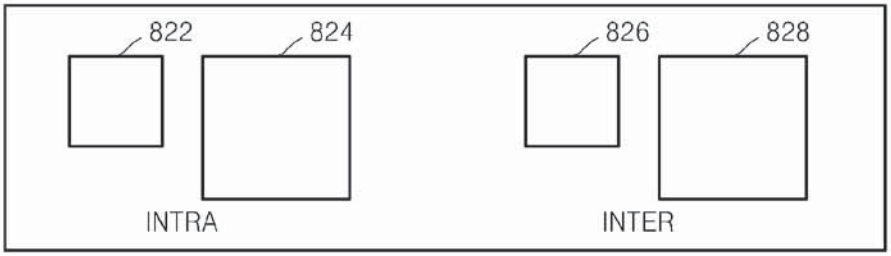
'PARTITION TYPE'-INFORMATION (800)



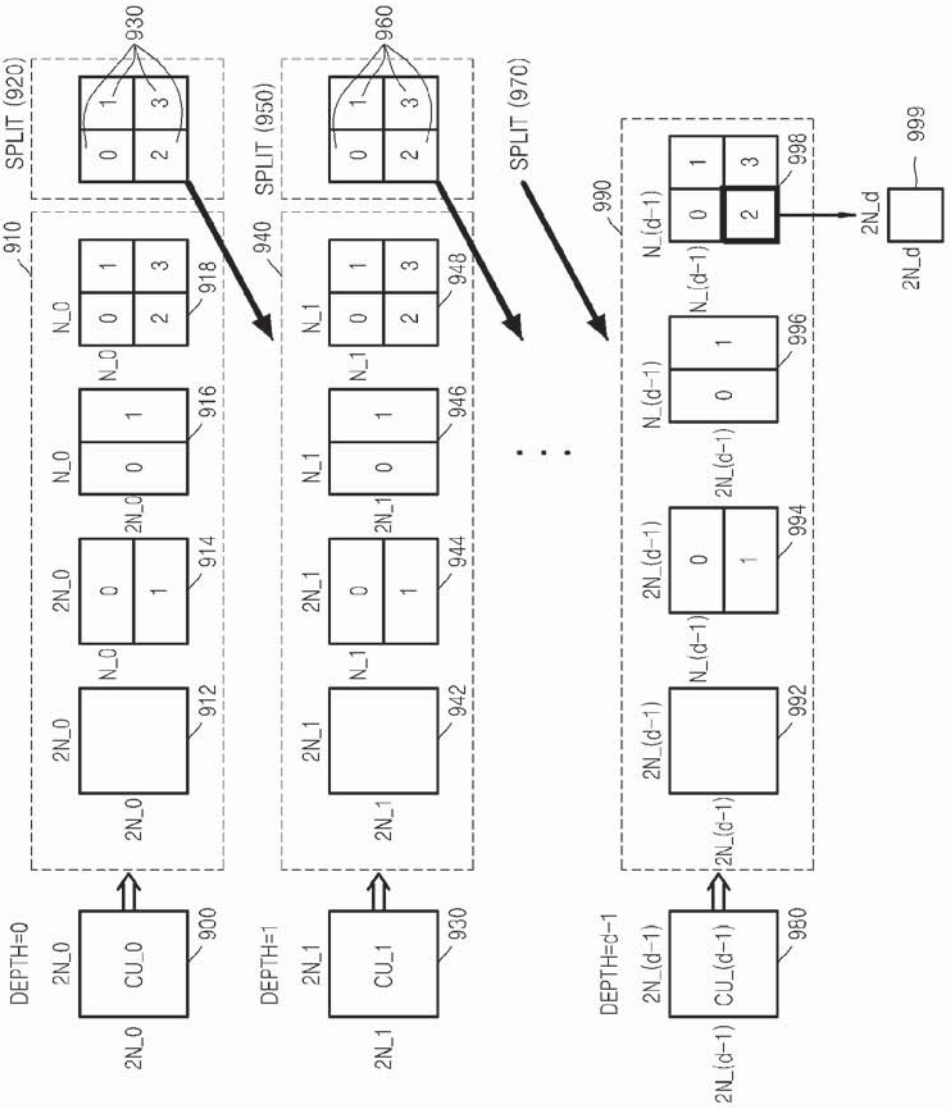
'PREDICTION MODE'-INFORMATION (810)



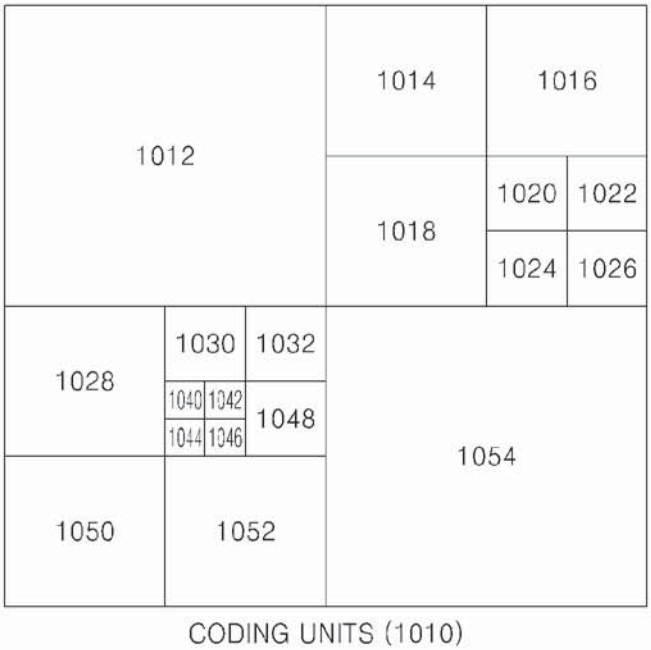
'SIZE OF TRANSFORMATION UNIT'-INFORMATION (820)



[Fig. 27]

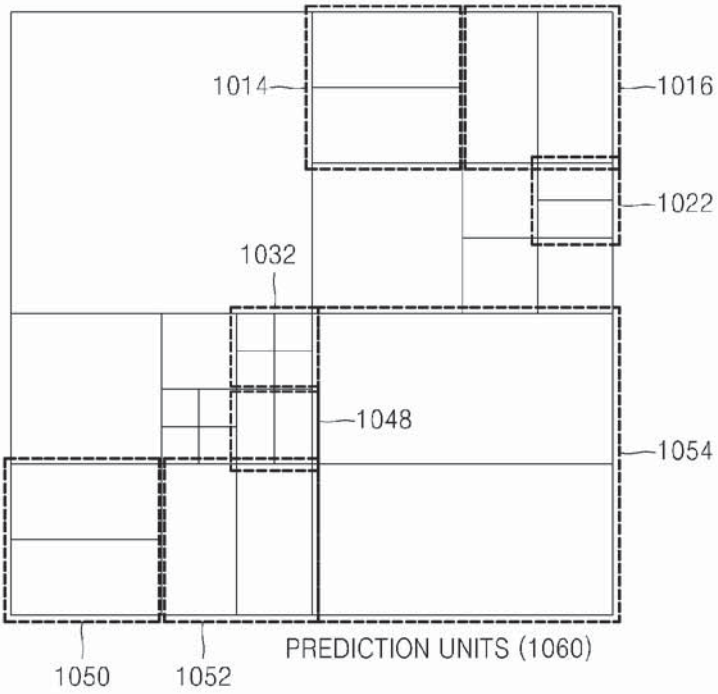


[Fig. 28]

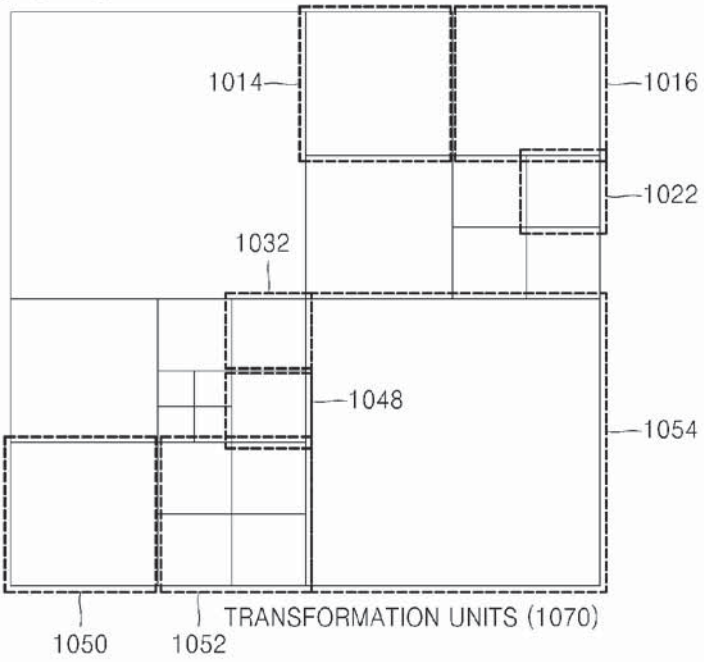


CODING UNITS (1010)

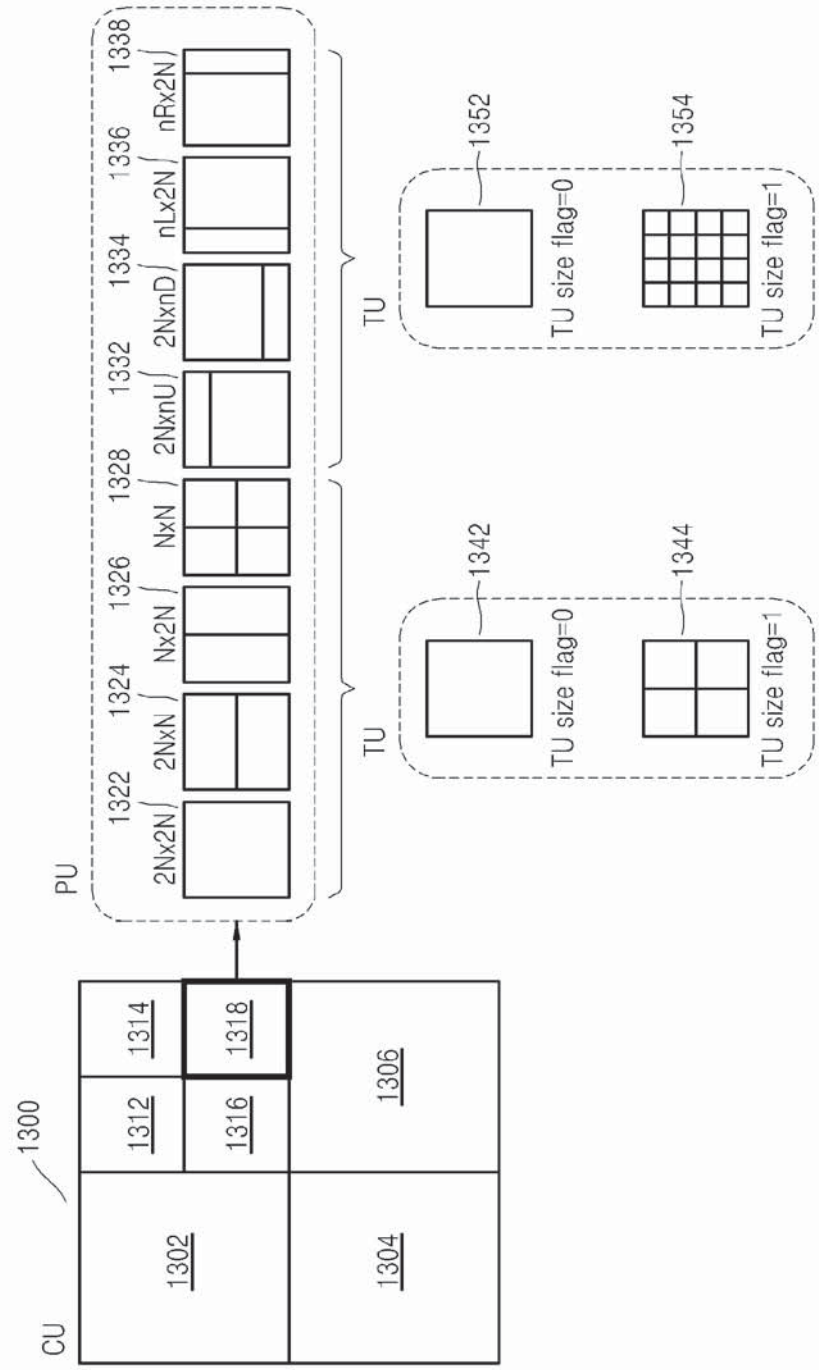
[Fig. 29]


1014
1016
1022
1032
1048
1054
1050
1052
PREDICTION UNITS (1060)

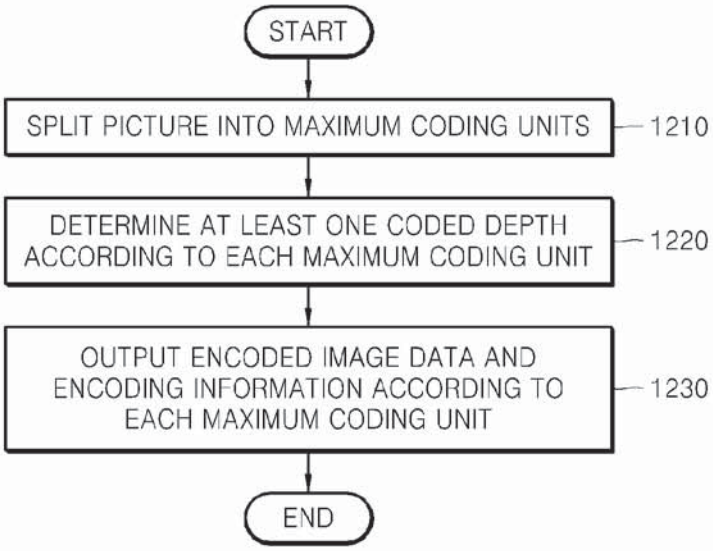
[Fig. 30]


1014
1016
1022
1032
1048
1054
1050
1052
TRANSFORMATION UNITS (1070)

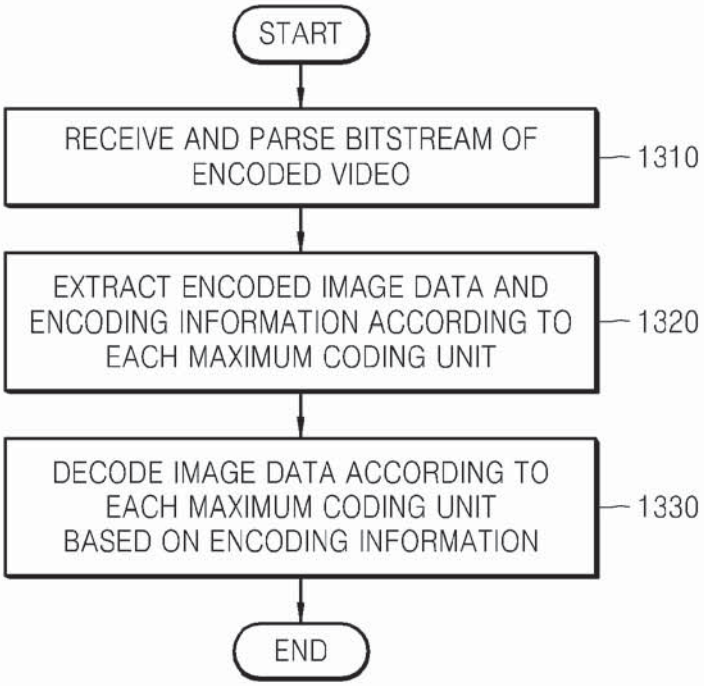
[Fig. 31]


CU
1300
1302
1304
1306
1312
1314
1316
1318
PU
2Nx2N
1322
2NxN
1324
Nx2N
1326
NxN
1328
2NxnU
1332
2NxnD
1334
nLx2N
1336
nRx2N
1338
TU
TU
1342
TU size flag=0
1344
TU size flag=1
1352
TU size flag=0
1354
TU size flag=1

[Fig. 32]


START
SPLIT PICTURE INTO MAXIMUM CODING UNITS
1210
DETERMINE AT LEAST ONE CODED DEPTH ACCORDING TO EACH MAXIMUM CODING UNIT
1220
OUTPUT ENCODED IMAGE DATA AND ENCODING INFORMATION ACCORDING TO EACH MAXIMUM CODING UNIT
1230
END

[Fig. 33]


START
RECEIVE AND PARSE BITSTREAM OF ENCODED VIDEO
1310
EXTRACT ENCODED IMAGE DATA AND ENCODING INFORMATION ACCORDING TO EACH MAXIMUM CODING UNIT
1320
DECODE IMAGE DATA ACCORDING TO EACH MAXIMUM CODING UNIT BASED ON ENCODING INFORMATION
1330
END