

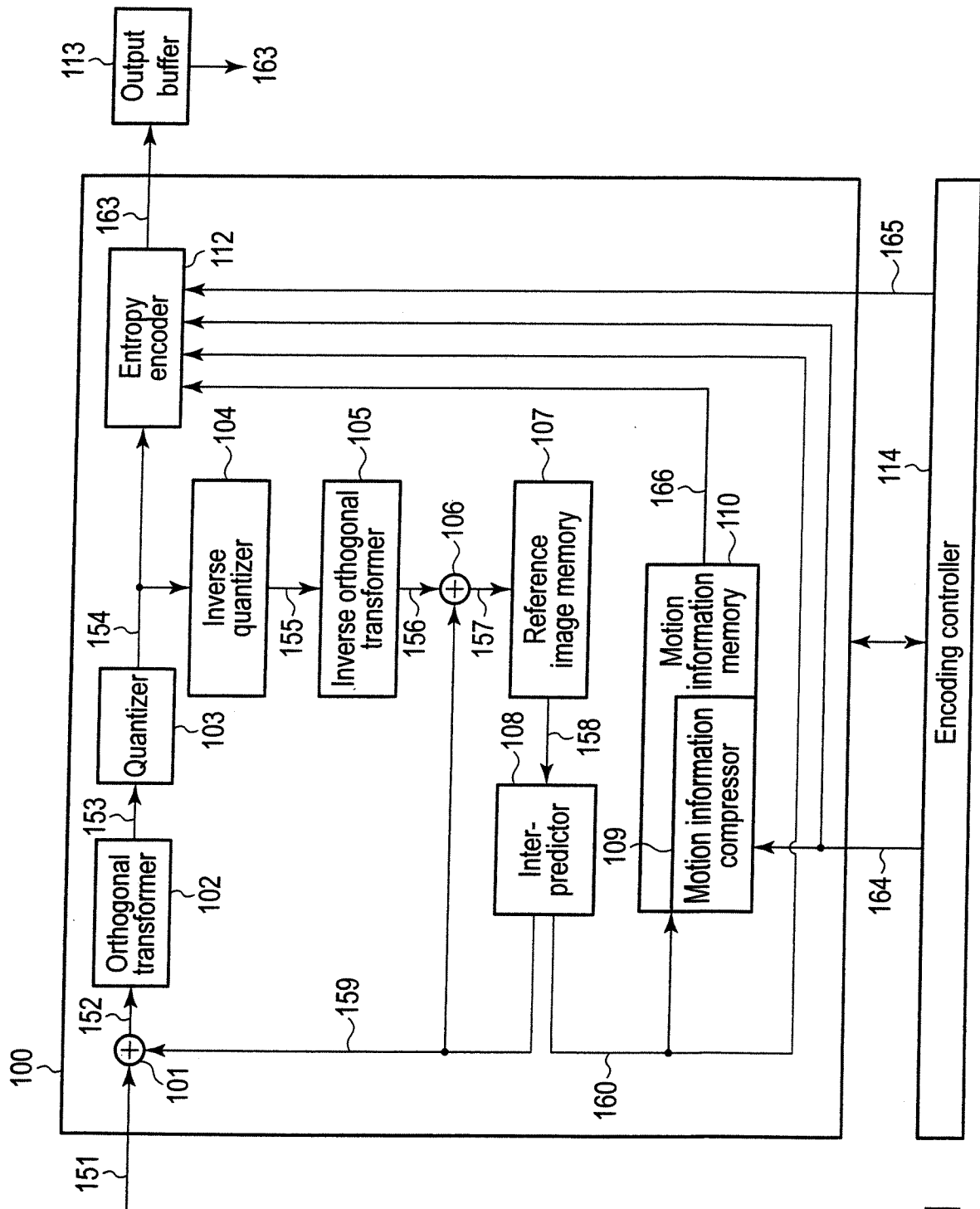


FIG. 1

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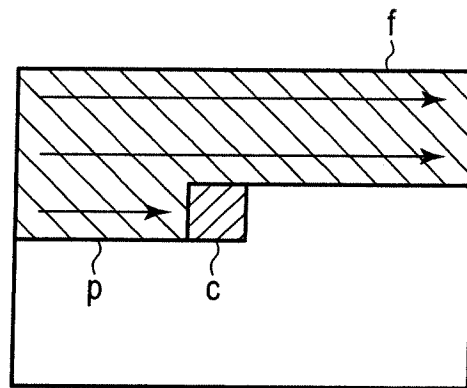


FIG. 2A

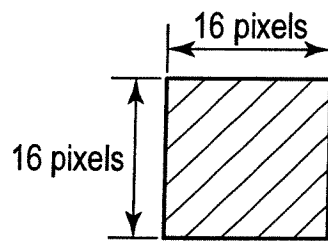


FIG. 2B

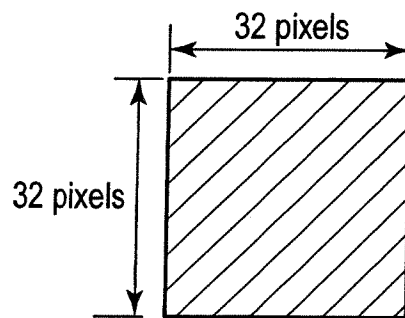


FIG. 2C

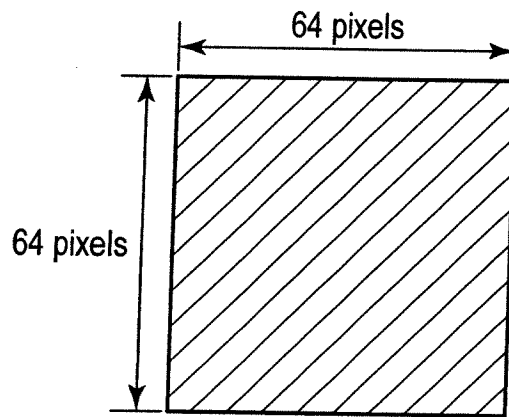


FIG. 2D

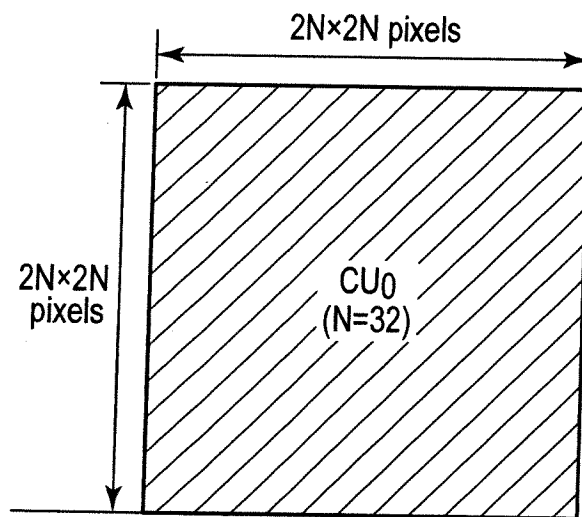


FIG. 3A

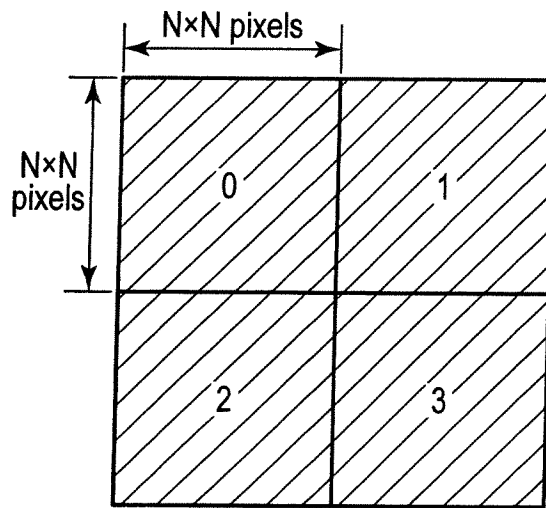


FIG. 3B

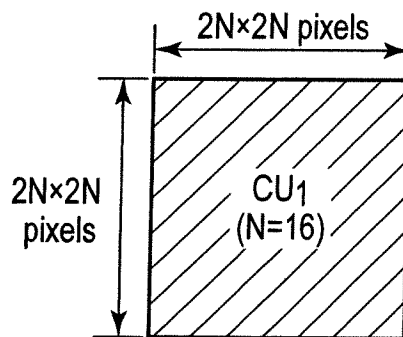


FIG. 3C

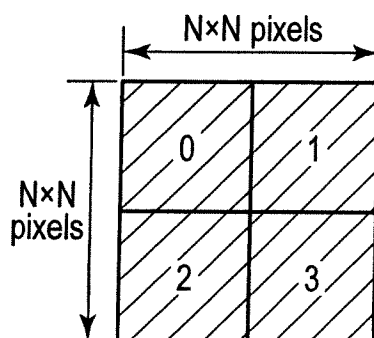


FIG. 3D

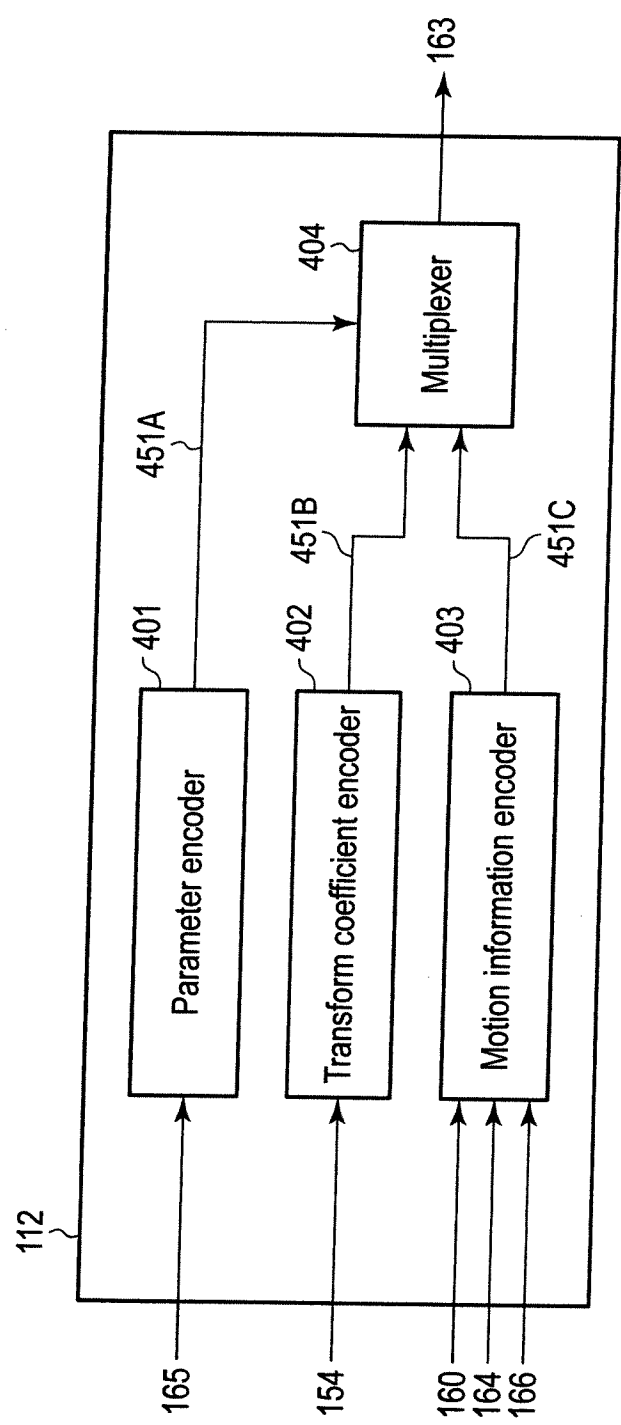


FIG. 4

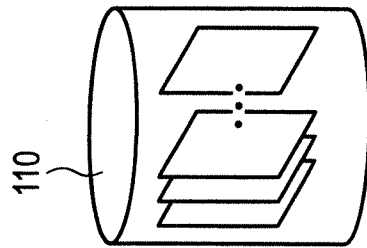
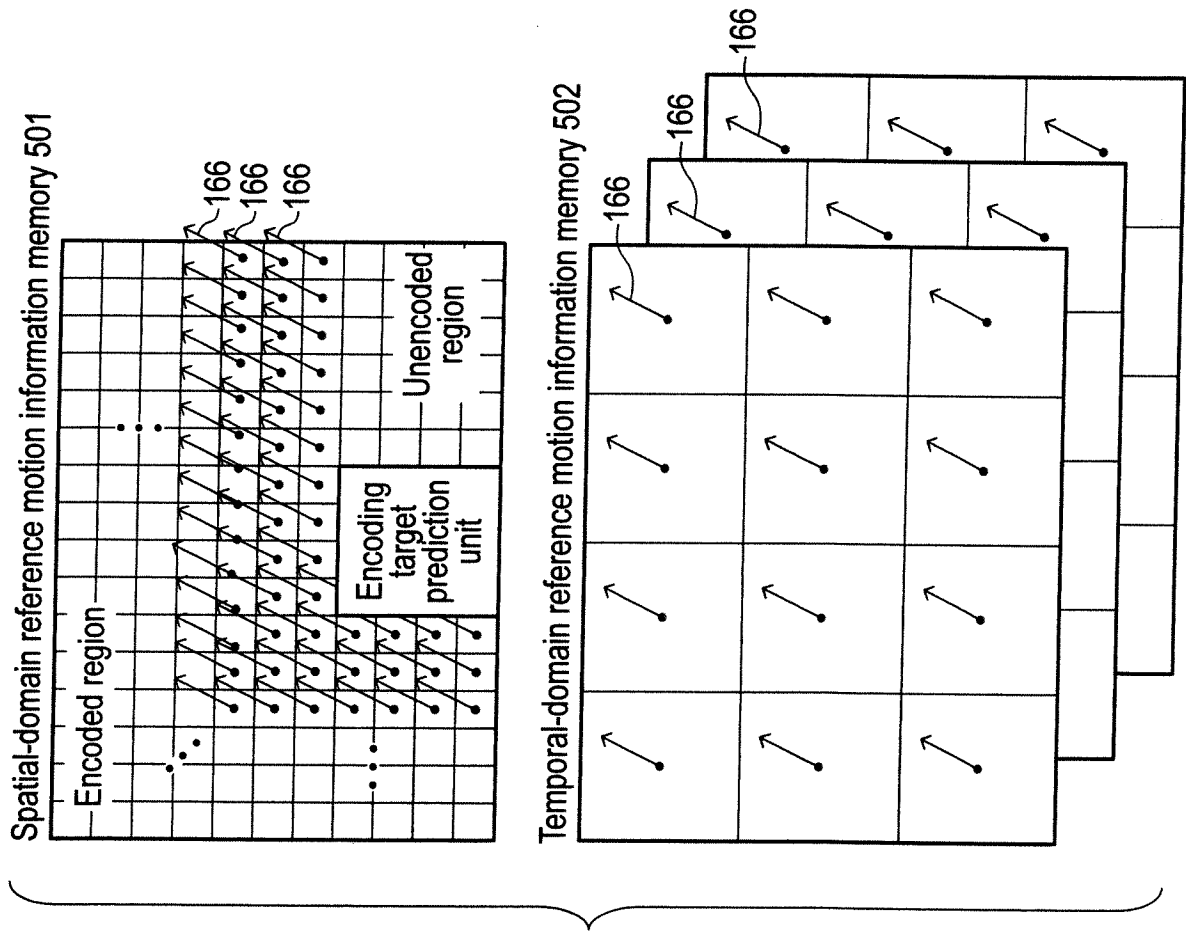


FIG. 5

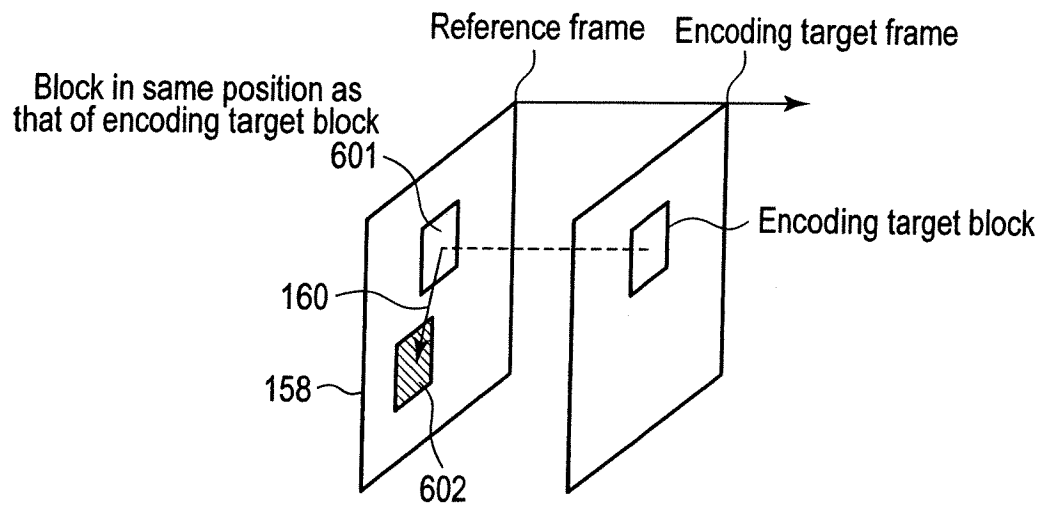


FIG. 6A

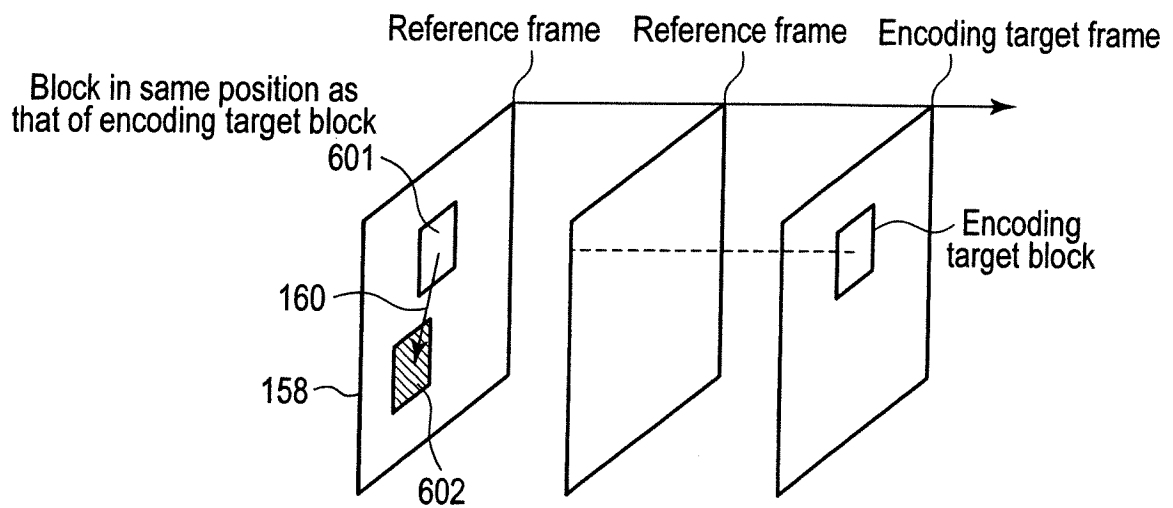


FIG. 6B

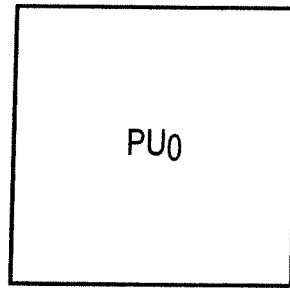


FIG. 7A

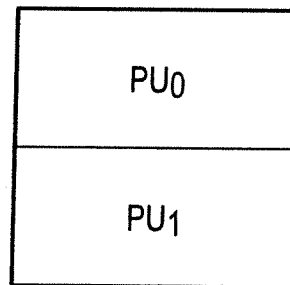


FIG. 7B

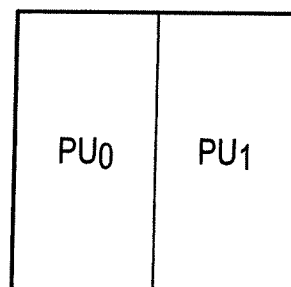


FIG. 7C

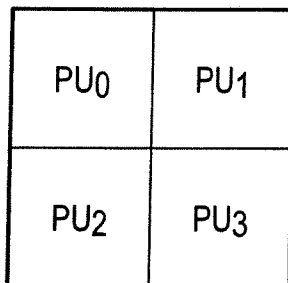


FIG. 7D

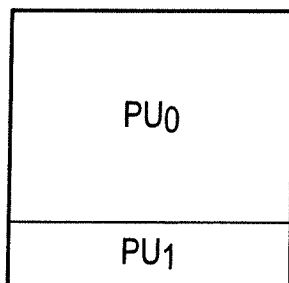


FIG. 7E

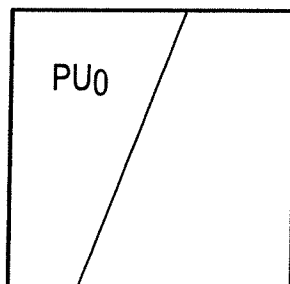


FIG. 7F

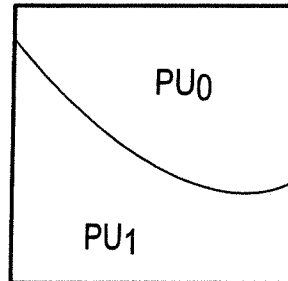


FIG. 7G

	Predicted motion information position encoding	Differential motion information encoding	Transform coefficient encoding
Skip mode	Included	Not included	Not included
Merge mode	Included	Not included	Included
Inter mode	Included	Included	Included

FIG. 8

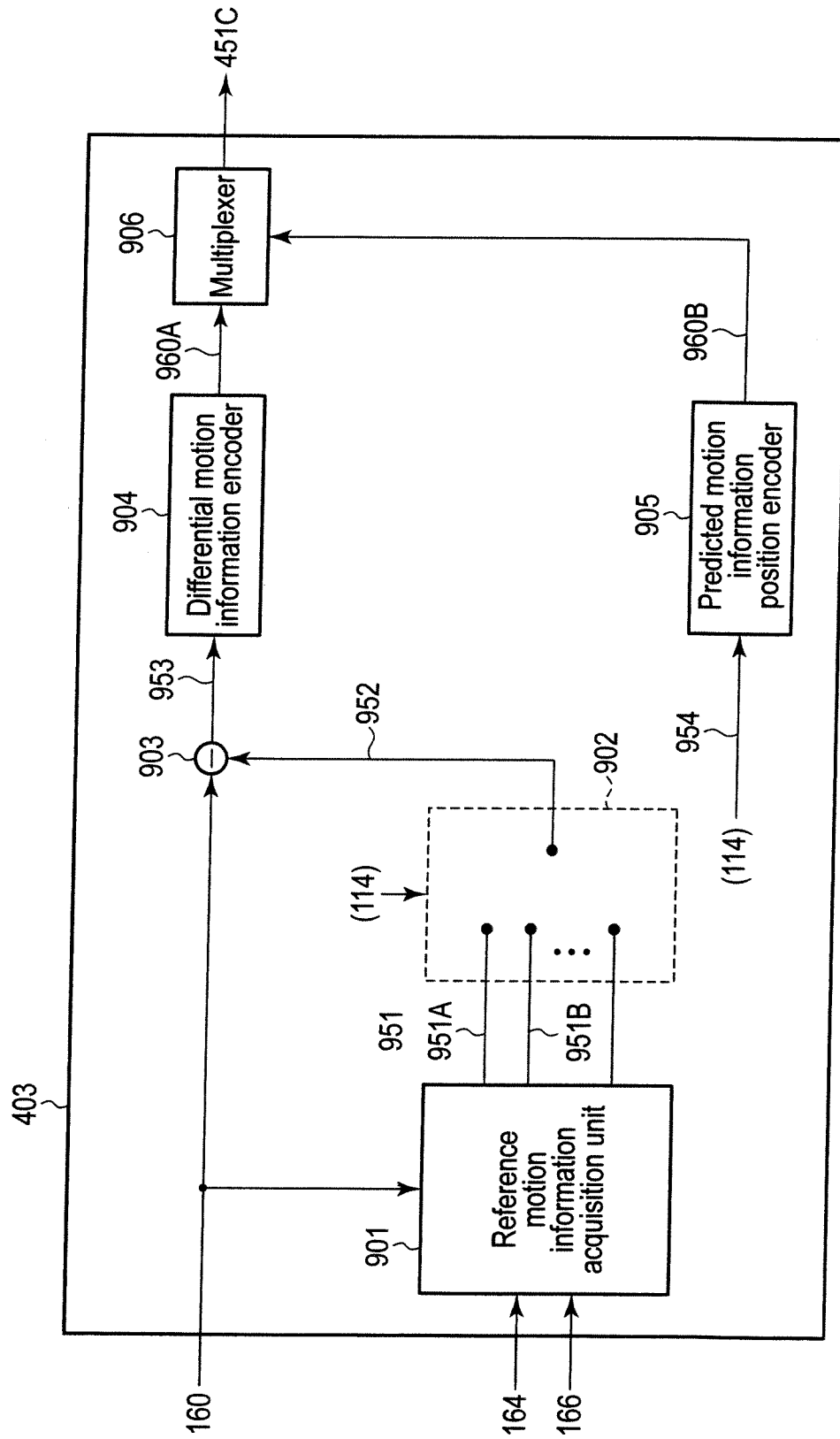


FIG. 9

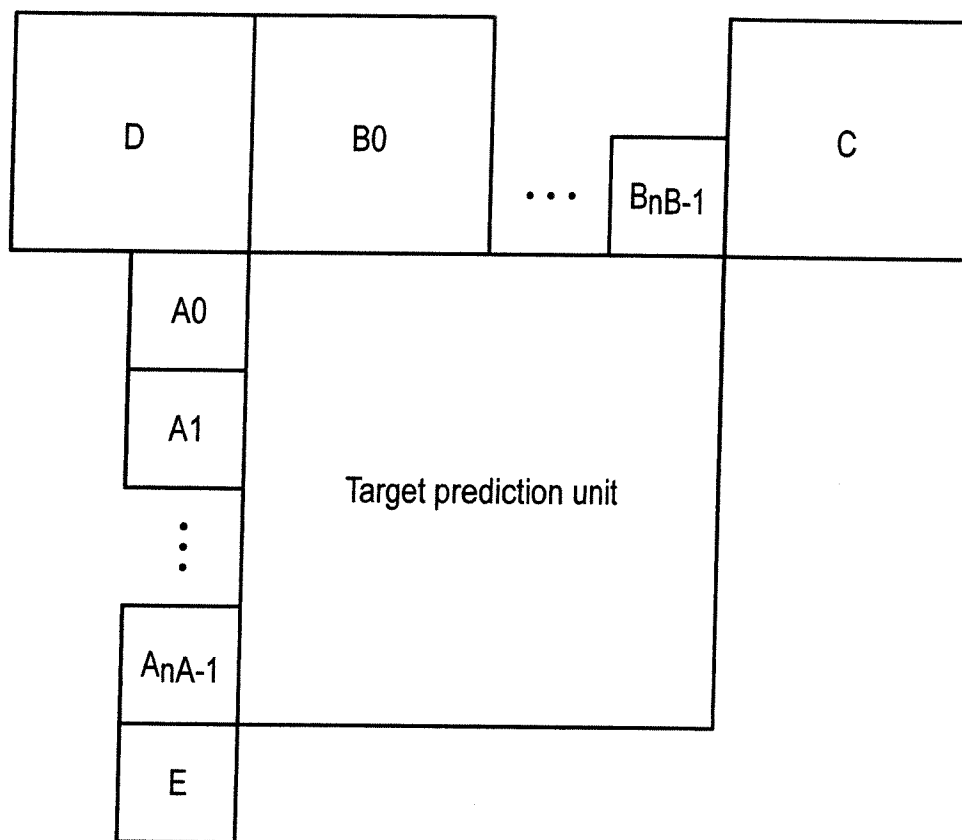


FIG. 10

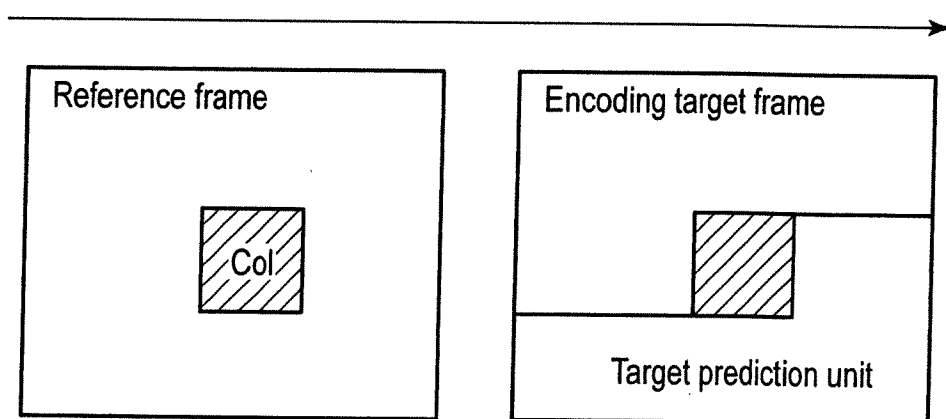


FIG. 11

Mvpidx	Block position
0	A
1	B
2	C
3	Col

FIG. 12

32x32

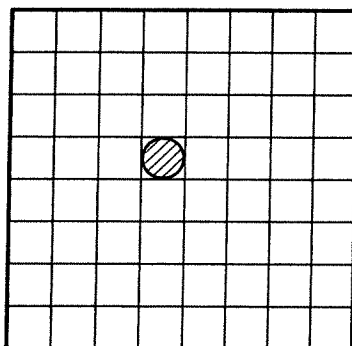


FIG. 13A

32x16

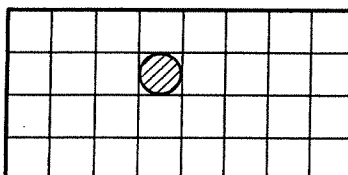


FIG. 13B

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16x32

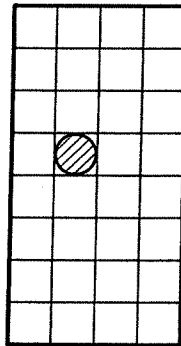


FIG. 13C

16x16

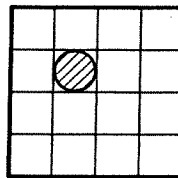


FIG. 13D

16x8

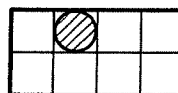


FIG. 13E

8x16



FIG. 13F

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32x32

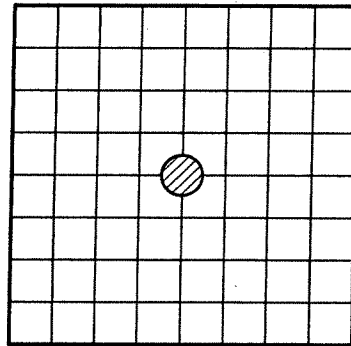


FIG. 14A

32x16

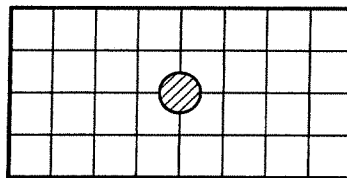


FIG. 14B

16x32

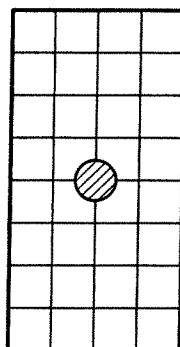


FIG. 14C

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16x16

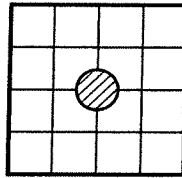


FIG. 14D

16x8

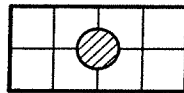


FIG. 14E

8x16

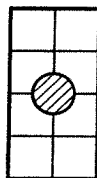


FIG. 14F

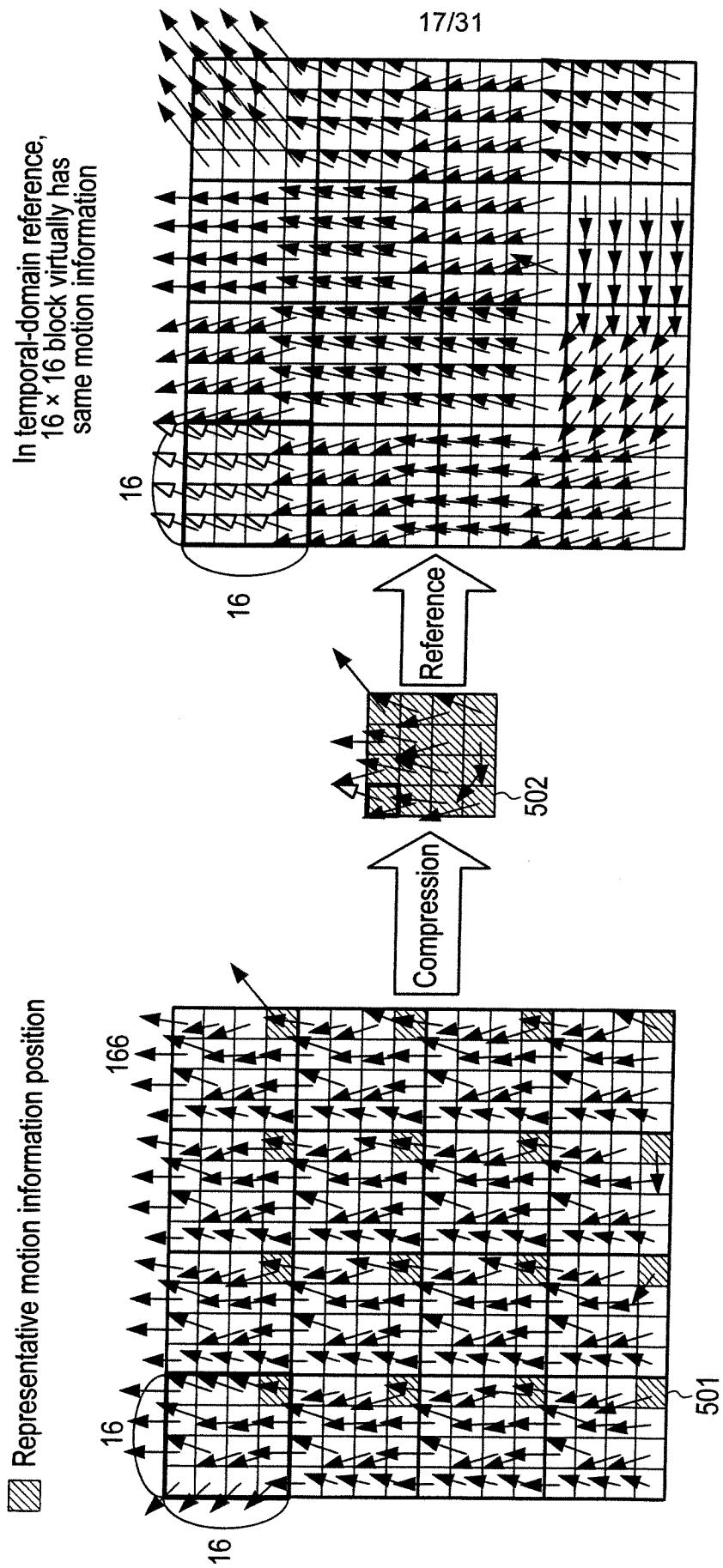


FIG. 15

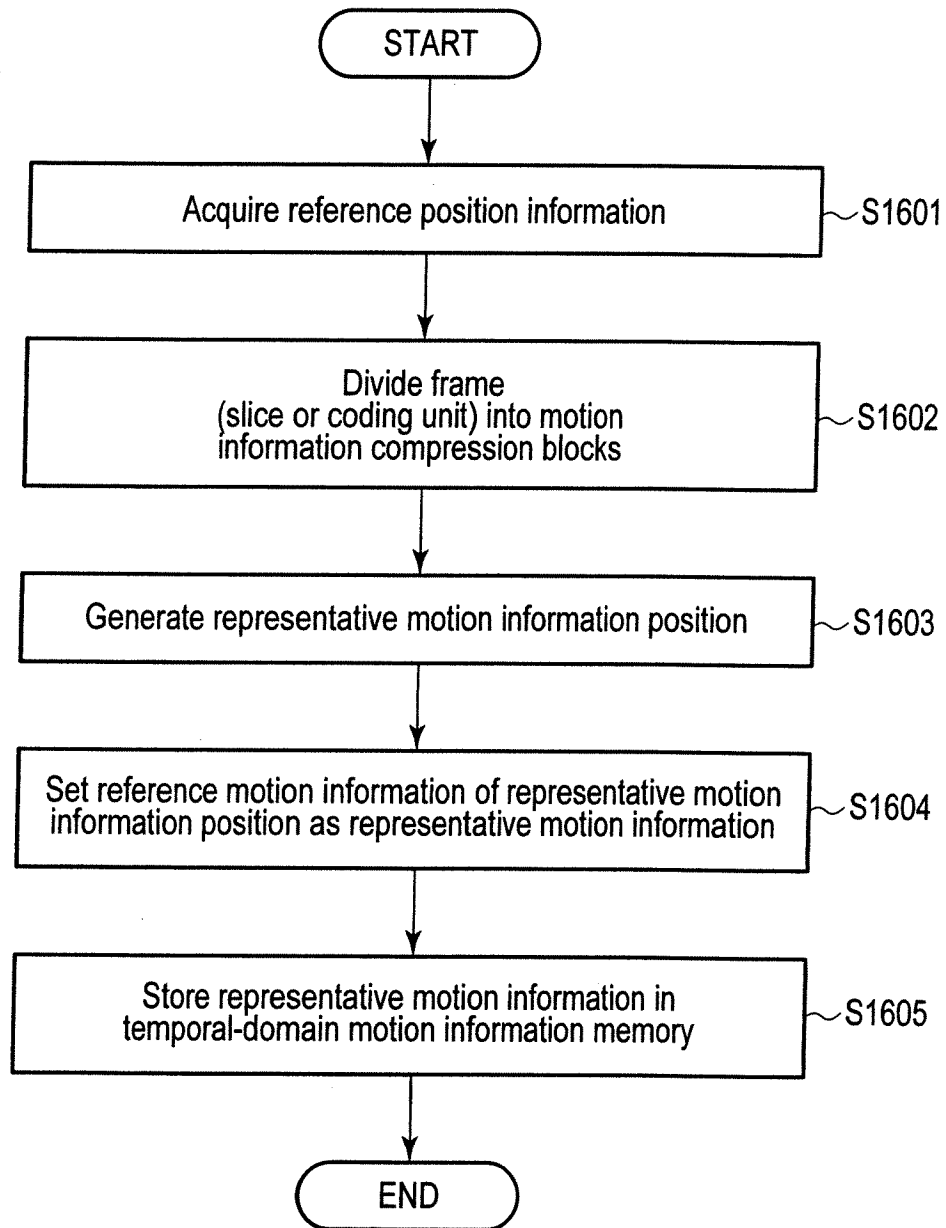


FIG. 16

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32x32

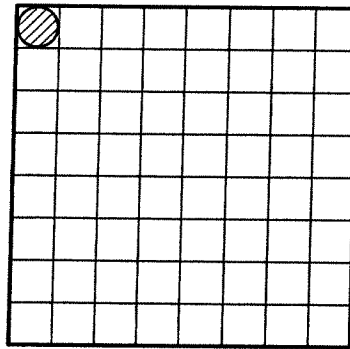


FIG. 17A

32x16

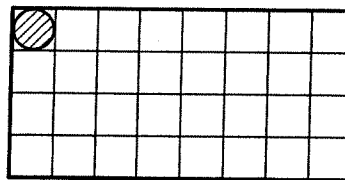


FIG. 17B

16x32

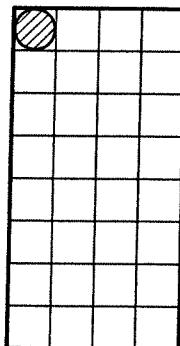


FIG. 17C

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16x16

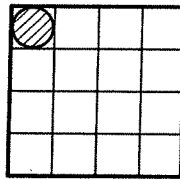


FIG. 17D

16x8



FIG. 17E

8x16

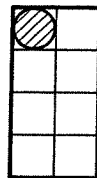


FIG. 17F

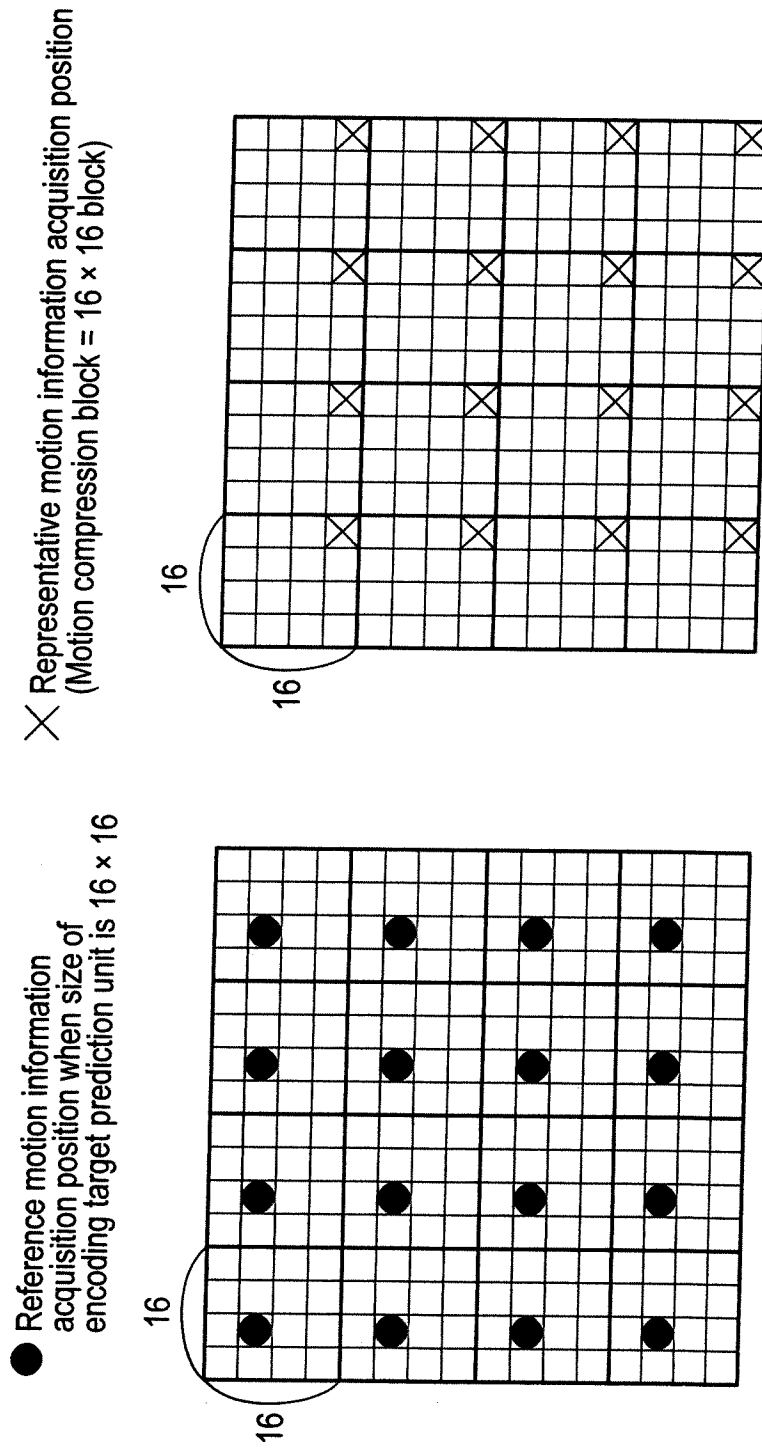


FIG. 18A

- Reference motion information acquisition position when size of encoding target prediction unit is 16×16
- × Representative motion information acquisition position (Motion compression block = 16×16 block)

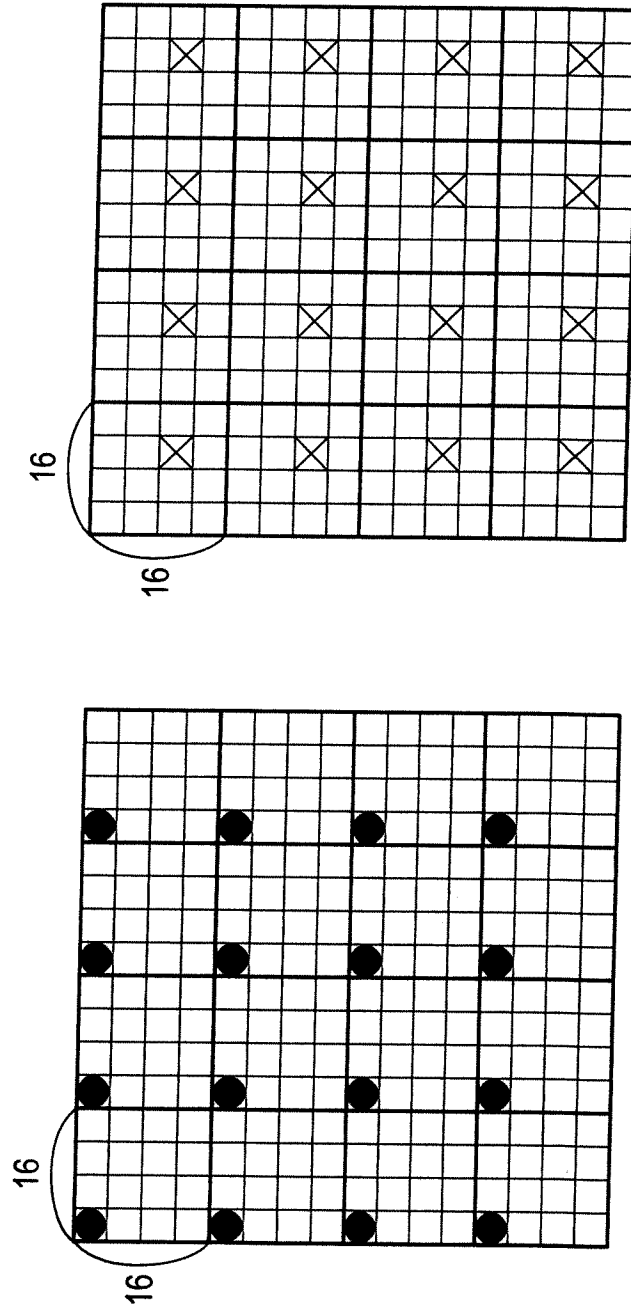


FIG. 18B

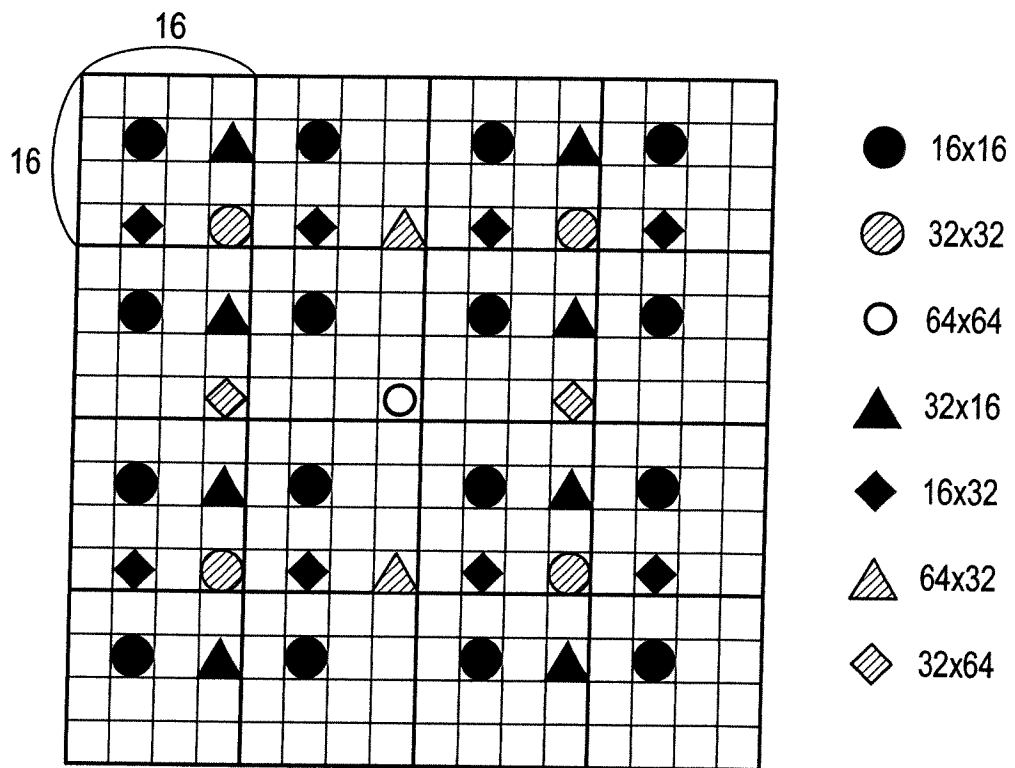


FIG. 19

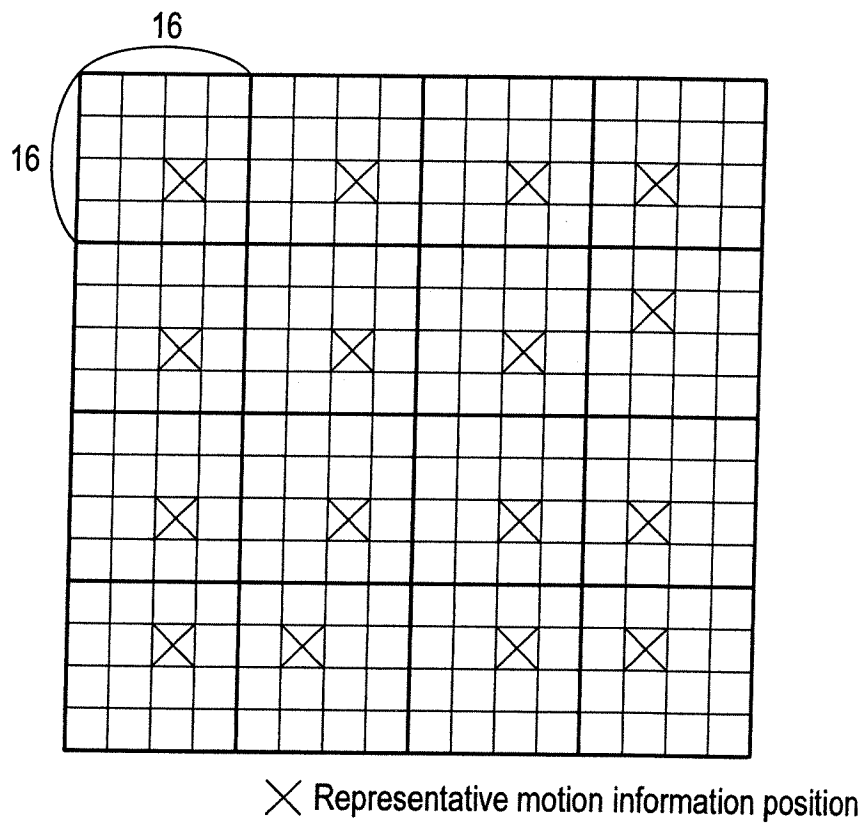


FIG. 20A

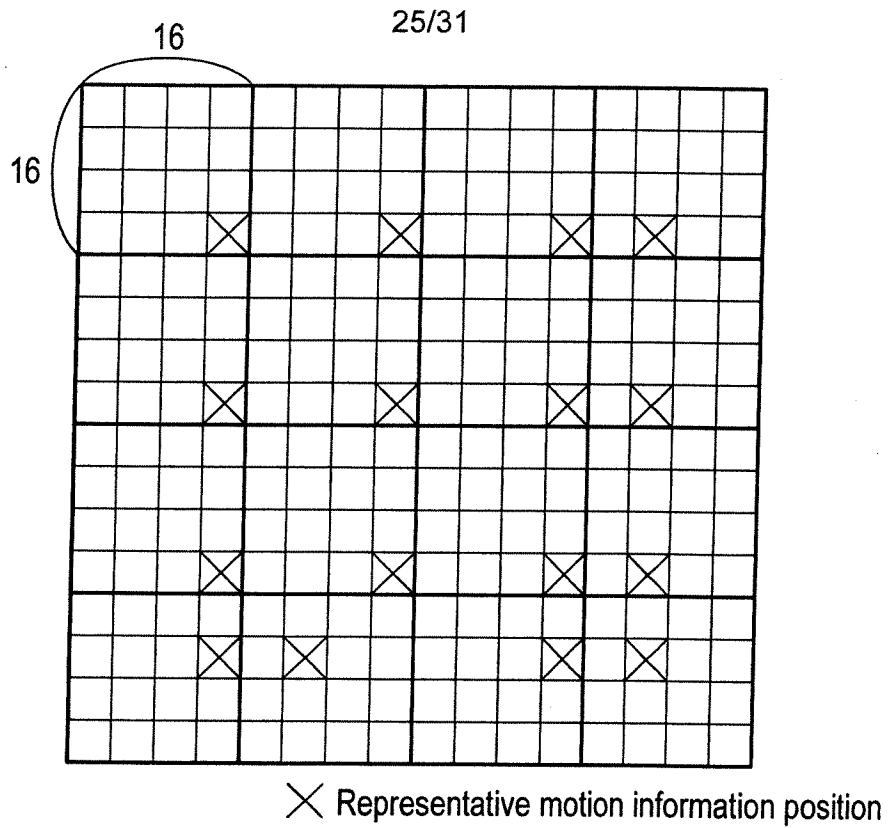


FIG. 20B

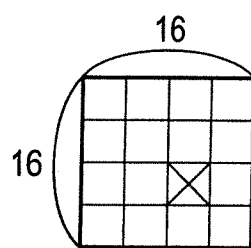


FIG. 21A

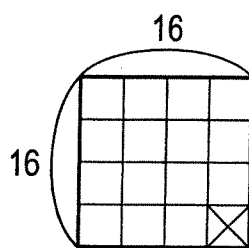


FIG. 21B

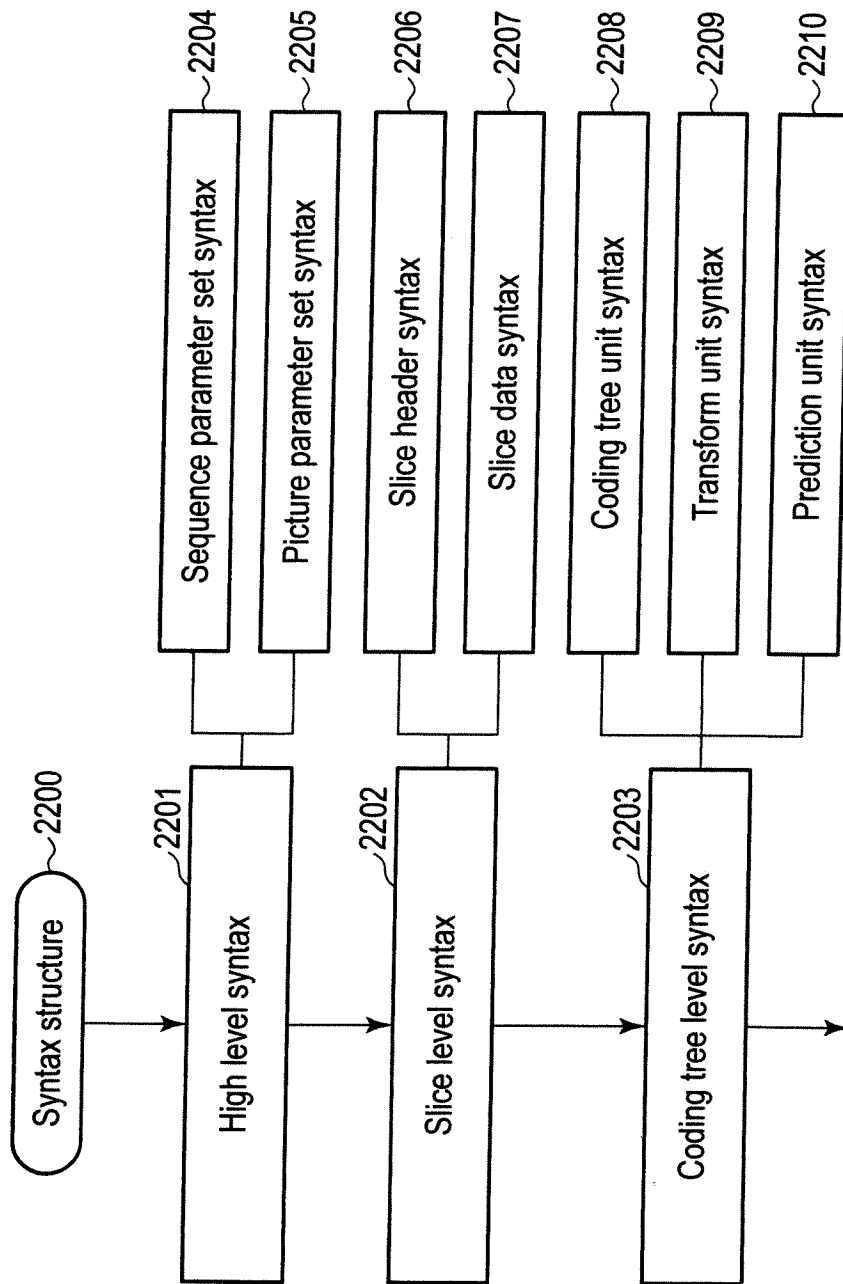


FIG. 22

seq parameter set rbsp() {
.....
motion vector buffer comp flag
if (motion_vector_buffer_comp_flag)
motion vector buffer comp ratio log2
rbsp trailing bits()
}

FIG. 23A

seq parameter set rbsp() {
.....
motion vector buffer comp flag
if (motion_vector_buffer_comp_flag) {
motion vector buffer comp ratio log2
motion vector buffer comp position
}
rbsp trailing bits()
}

FIG. 23B

```

prediction unit( x0, y0, log2PUWidth, log2PUHeight ) {
    if( skip flag[ x0 ][ y0 ] {
        if( NumMVPCand( L0 ) > 1 )
            mvp idx 10[ x0 ][ y0 ]
        if( NumMVPCand( L1 ) > 1 )
            mvp idx 11[ x0 ][ y0 ]
    } else if( PredMode == MODE INTRA ) {
        /* MODE INTRA*/
        ...
    } else { /* MODE MERGE, MODE INTER*/
        if( NumMergeCandidates > 0 )
            merge flag[ x0 ][ y0 ]
        if( merge flag[ x0 ][ y0 ] && NumMergeCandidates > 1 )
            merge idx[ x0 ][ y0 ]
        } else {
            /* MODE INTER*/
            if( slice type == B )
                inter pred idc[ x0 ][ y0 ]
            if( inter pred idc[ x0 ][ y0 ] != pred L1 {
                if( num ref idx 10 active minus1 > 0 )
                    ref idx 10[ x0 ][ y0 ]
                mvd 10[ x0 ][ y0 ][ 0 ]
                mvd 10[ x0 ][ y0 ][ 1 ]
                if( NumMVPCand( L0 ) > 1 )
                    mvd 10[ x0 ][ y0 ]
            }
            if( inter pred idc[ x0 ][ y0 ] != pred L0 ) {
                if( num ref idx 11 active minus1 > 0 )
                    ref idx 11[ x0 ][ y0 ]
                mvd 11[ x0 ][ y0 ][ 0 ]
                mvd 11[ x0 ][ y0 ][ 1 ]
                if( NumMVPCand( L1 ) > 1 )
                    mvd 11[ x0 ][ y0 ]
            }
        }
    }
}

```

FIG. 24

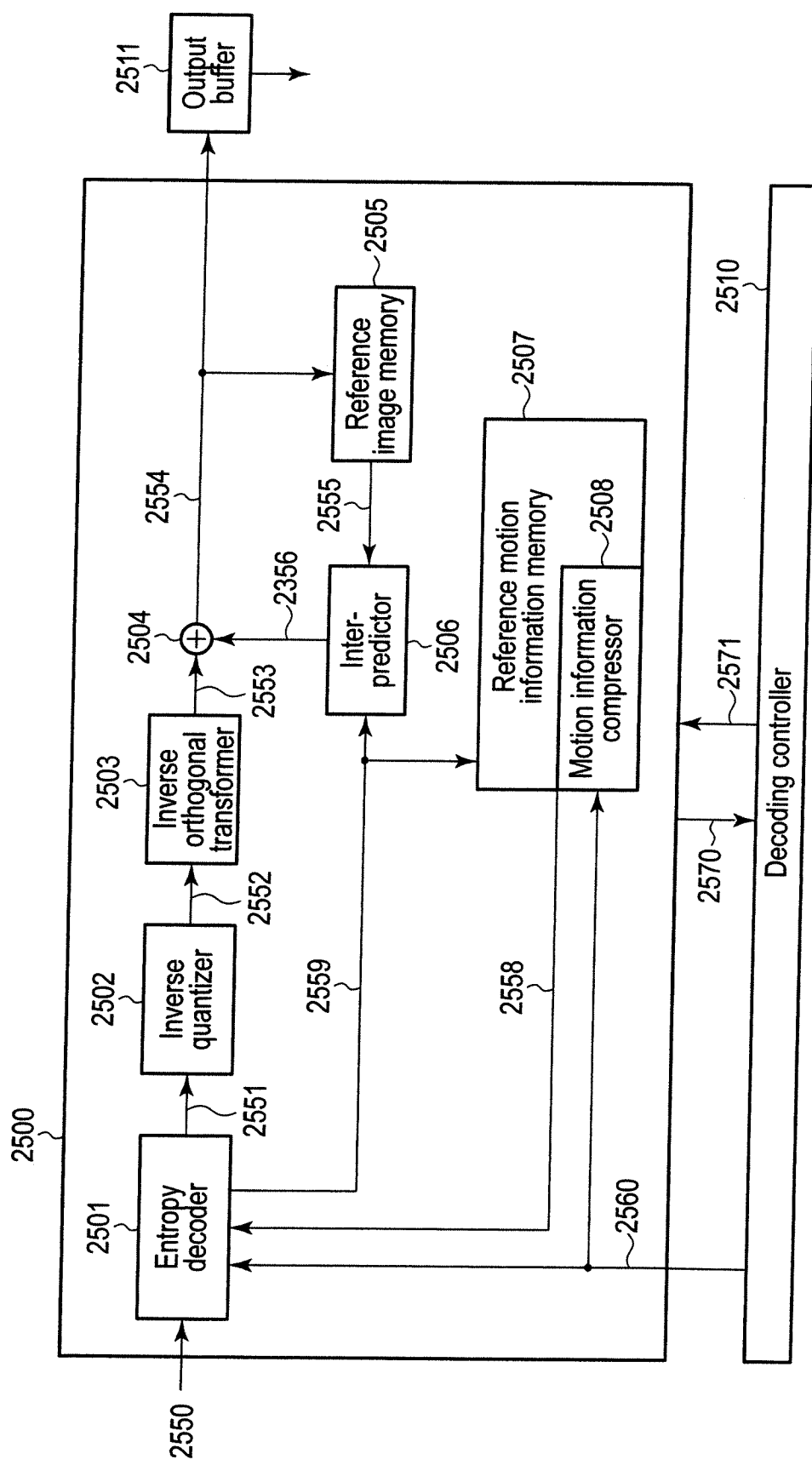


FIG. 25

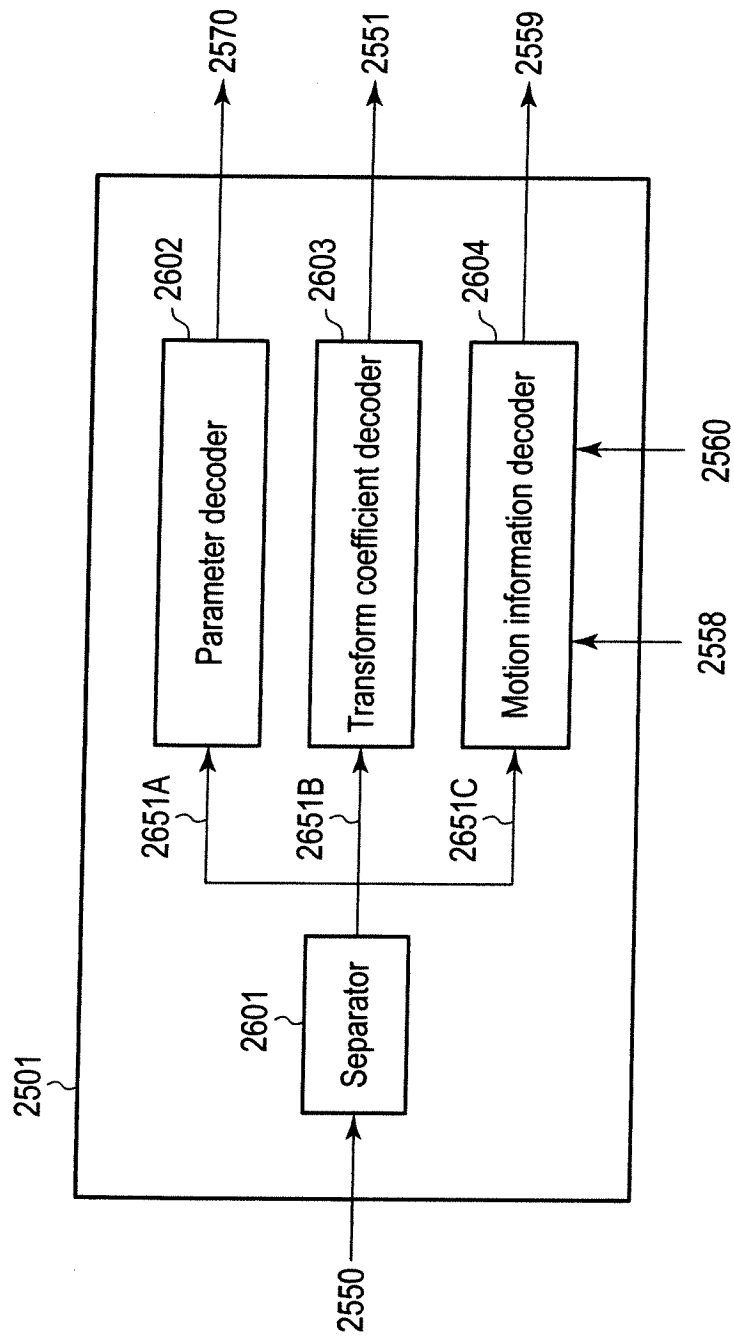


FIG. 26

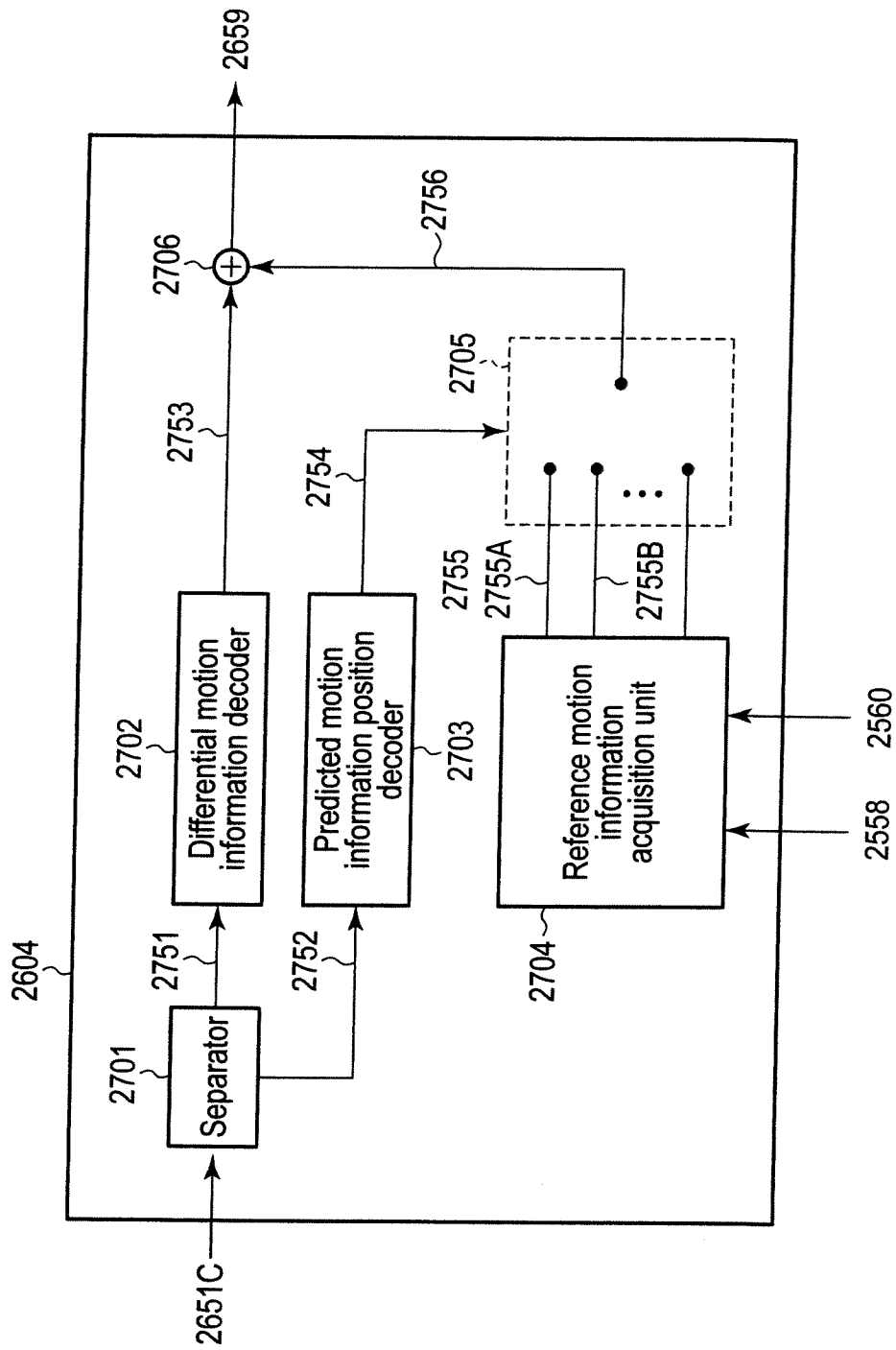


FIG. 27