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(54) Title: FLEXIBLE QUANTIZATION

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
}	
}	
}	
}	

(57) Abstract: A digital media encoder/decoder uses a flexible quantization technique that provides the ability to vary quantization along various dimensions of the encoded digital media data, including spatial, frequency sub bands and color channels. The codec utilizes a signaling scheme to signal various permutations of flexible quantization combinations efficiently for primary usage scenarios. When a choice of quantizer is available, the codec efficiently encodes the current quantizer by defining a subset of quantizers and indexes the current quantizer from the set.

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