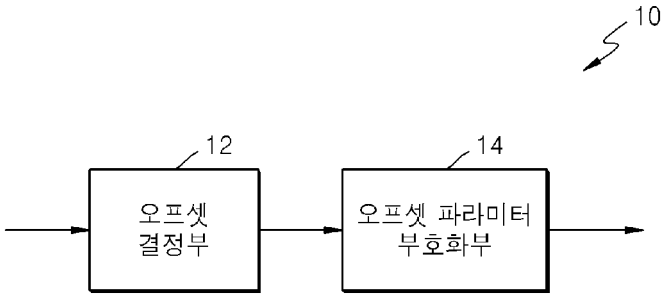
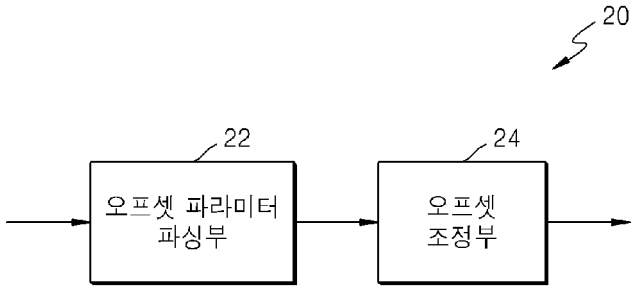
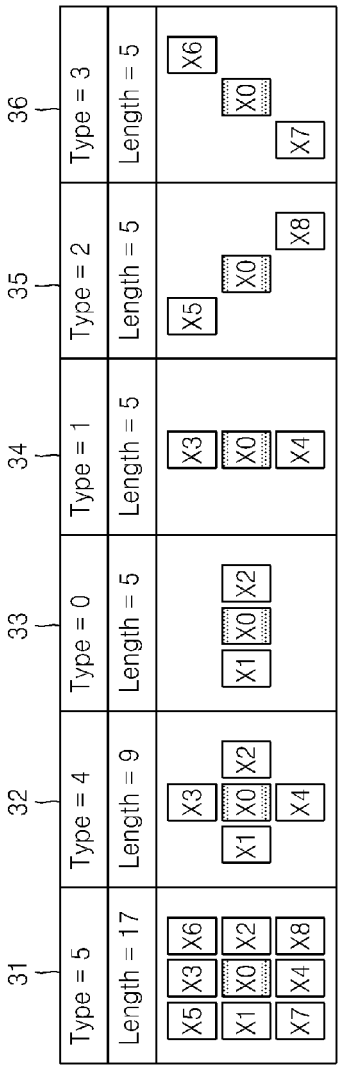
[Fig. 1]



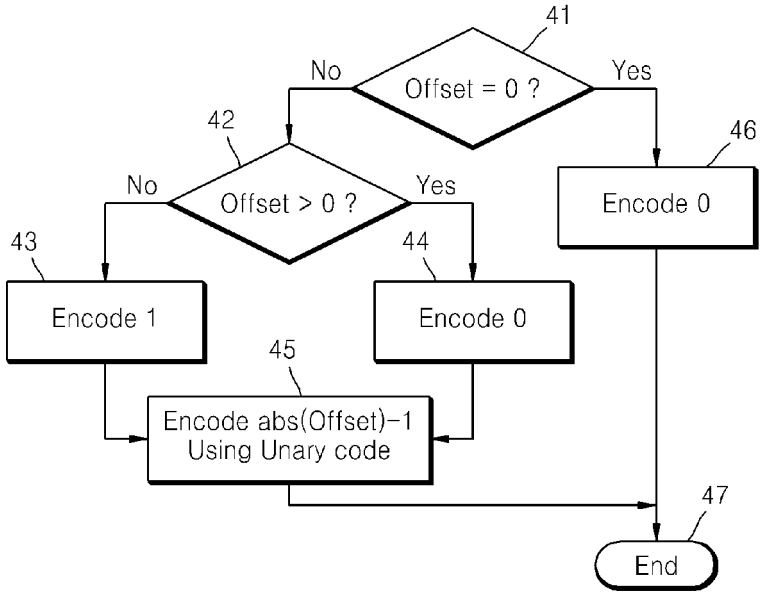
[Fig. 2]



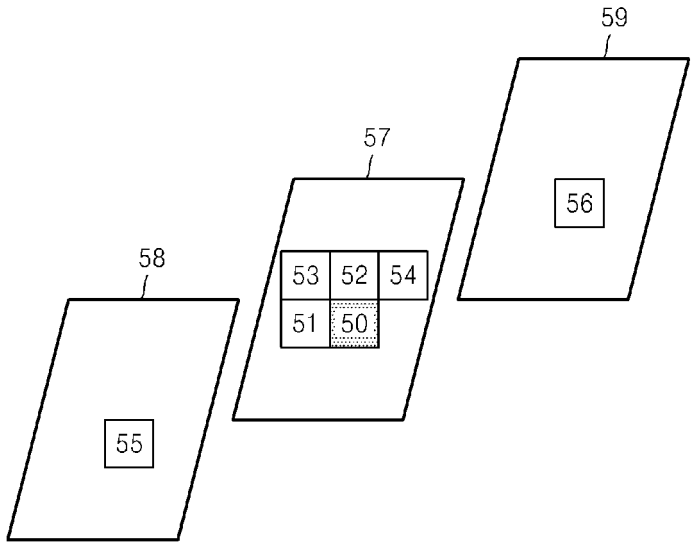
[Fig. 3]



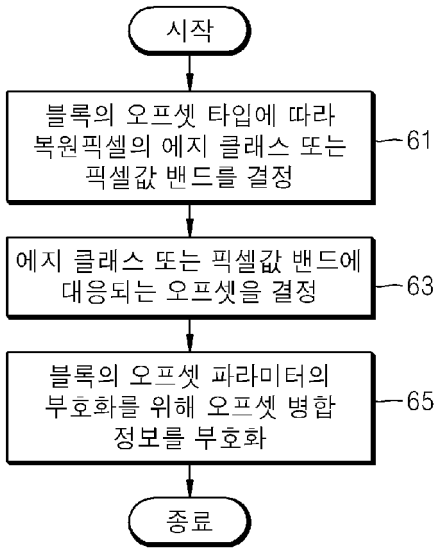
[Fig. 4]



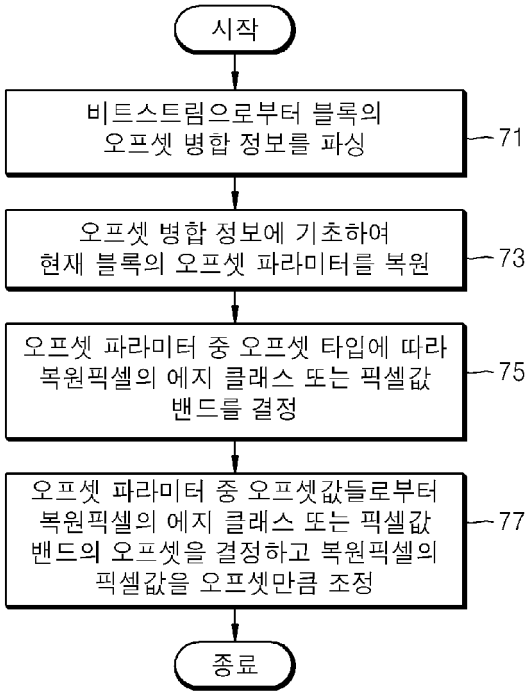
[Fig. 5]



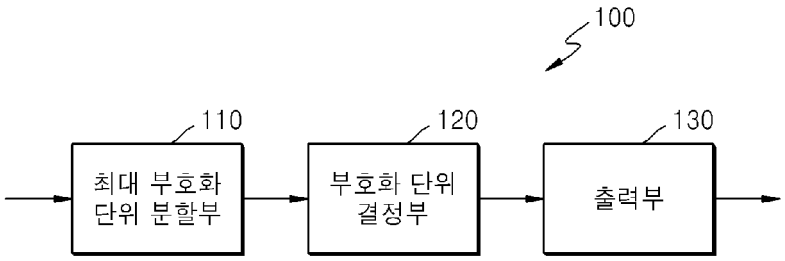
[Fig. 6]



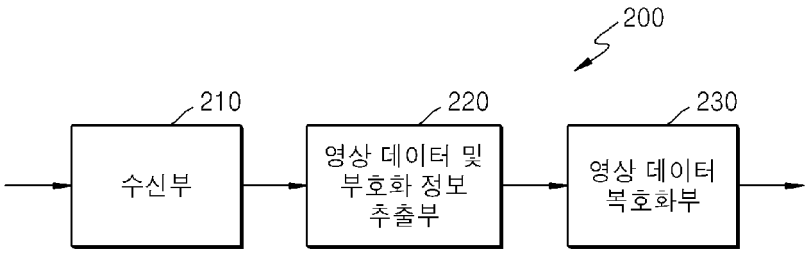
[Fig. 7]



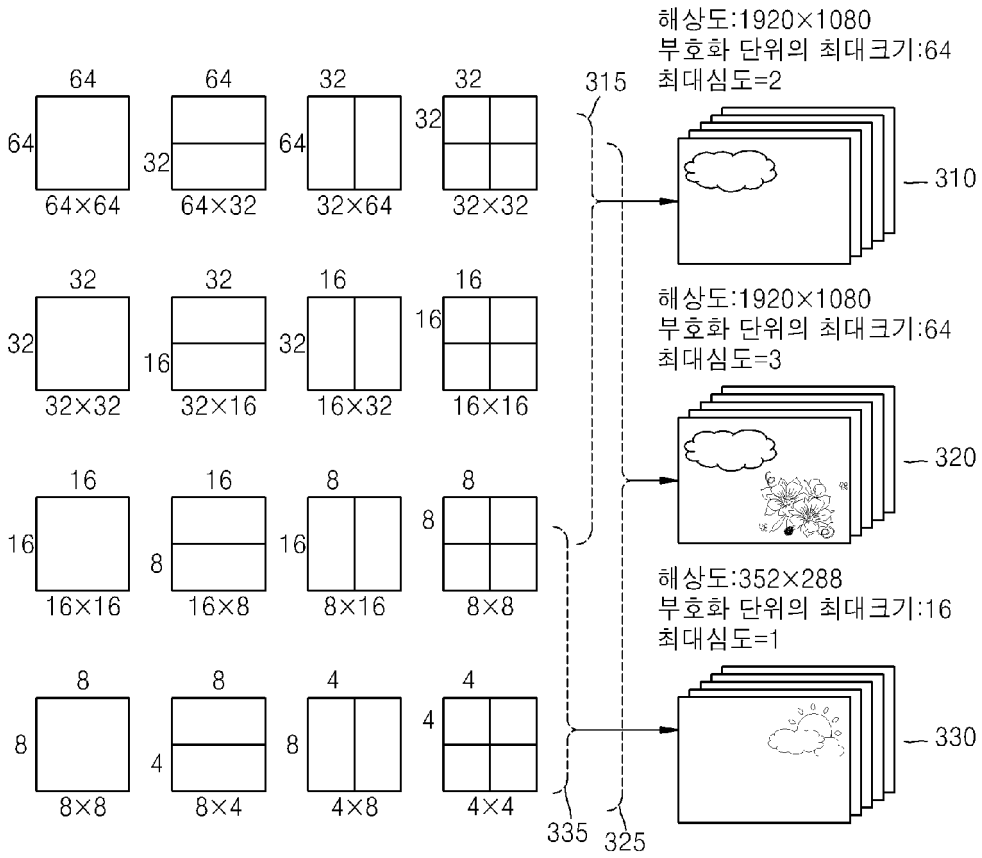
[Fig. 8]



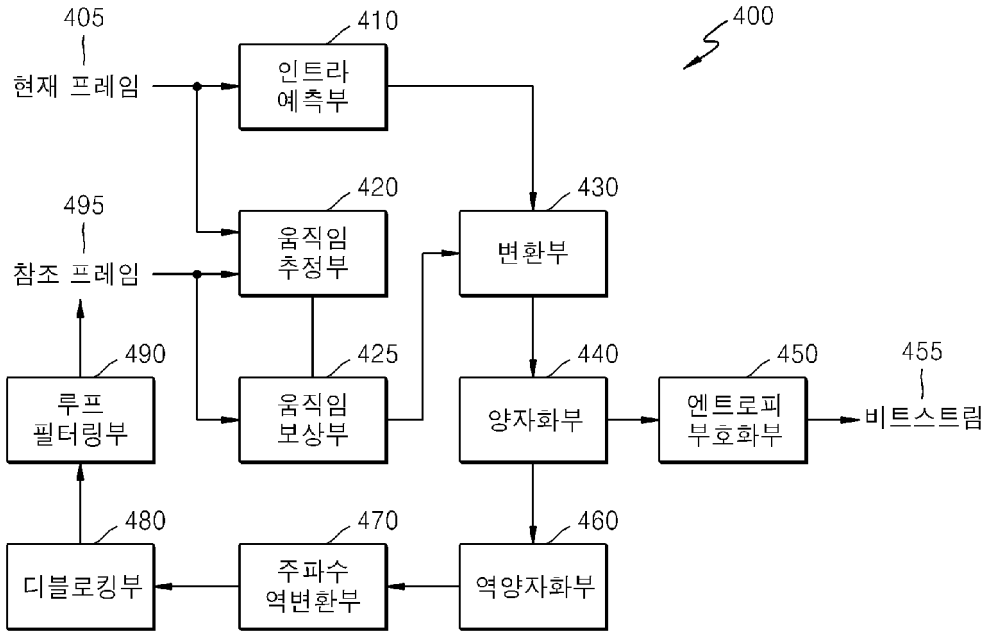
[Fig. 9]



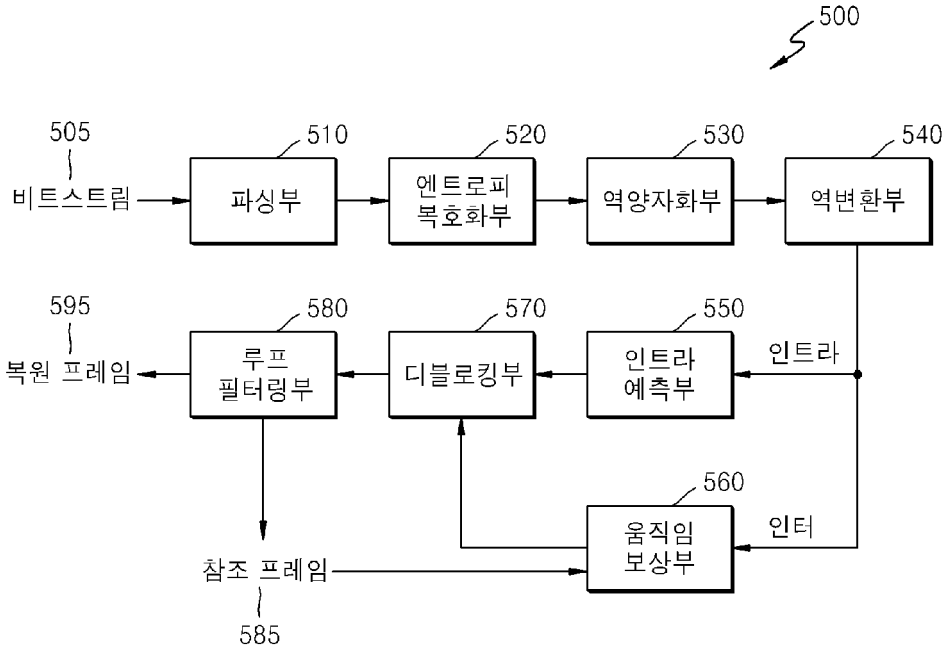
[Fig. 10]


해상도:1920×1080
부호화 단위의 최대크기:64
최대심도=2
315
64×64
64×32
32×64
32×32
310
해상도:1920×1080
부호화 단위의 최대크기:64
최대심도=3
32×32
32×16
16×32
16×16
320
해상도:352×288
부호화 단위의 최대크기:16
최대심도=1
16×16
16×8
8×16
8×8
330
8×8
8×4
4×8
4×4
335
325

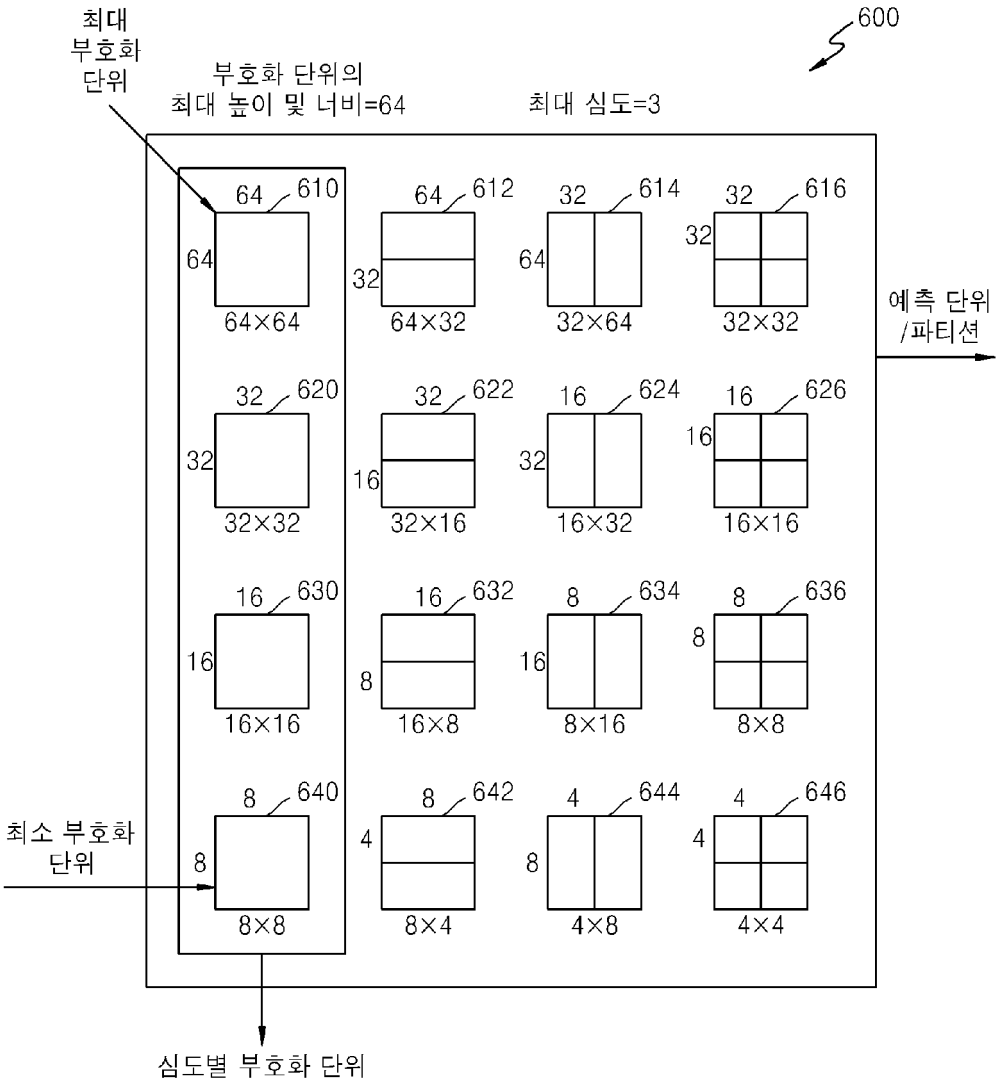
[Fig. 11]


400
405
현재 프레임
410
인트라 예측부
420
움직임 추정부
430
변환부
495
참조 프레임
490
루프 필터링부
425
움직임 보상부
440
양자화부
450
엔트로피 부호화부
455
비트스트림
480
디블로킹부
470
주파수 역변환부
460
역양자화부

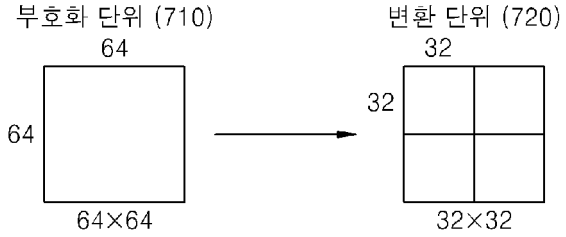
[Fig. 12]


500
505
비트스트림
510
파싱부
520
엔트로피 복호화부
530
역양자화부
540
역변환부
595
복원 프레임
580
루프 필터링부
570
디블로킹부
550
인트라 예측부
인트라
560
움직임 보상부
인터
참조 프레임
585

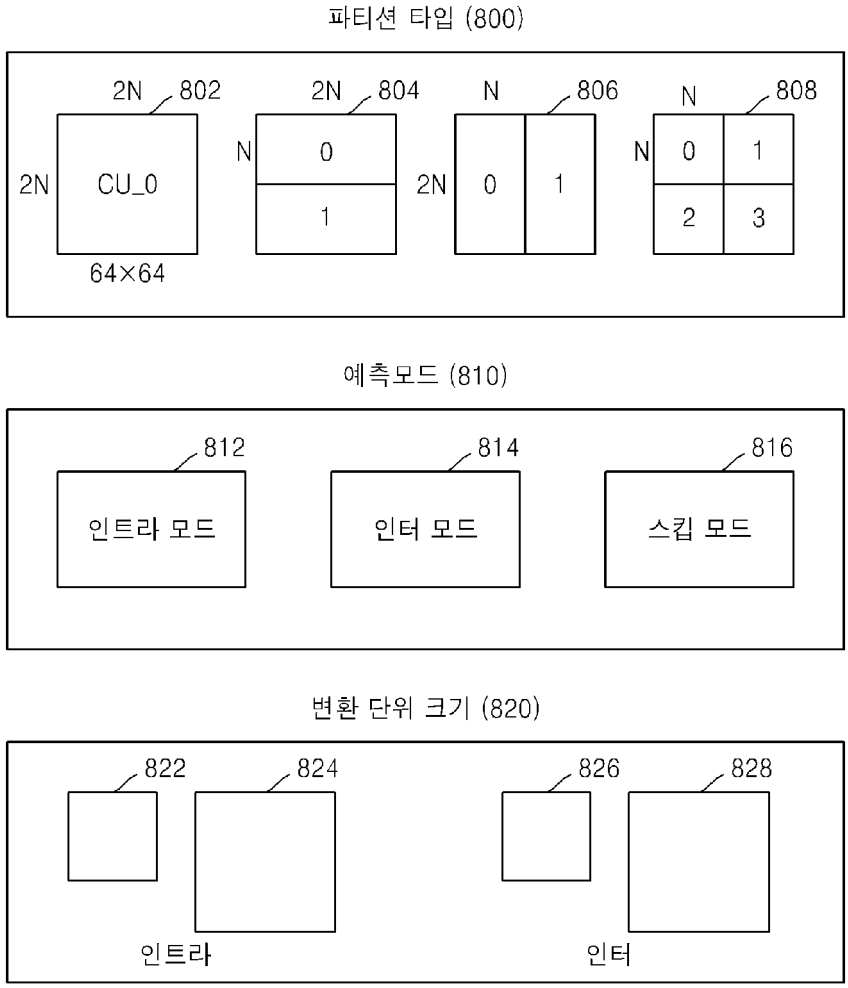
[Fig. 13]


600
최대 부호화 단위
부호화 단위의 최대 높이 및 너비=64
최대 심도=3
64×64
64×32
32×64
32×32
32×32
32×16
16×32
16×16
16×16
16×8
8×16
8×8
8×8
8×4
4×8
4×4
예측 단위 /파티션
최소 부호화 단위
심도별 부호화 단위

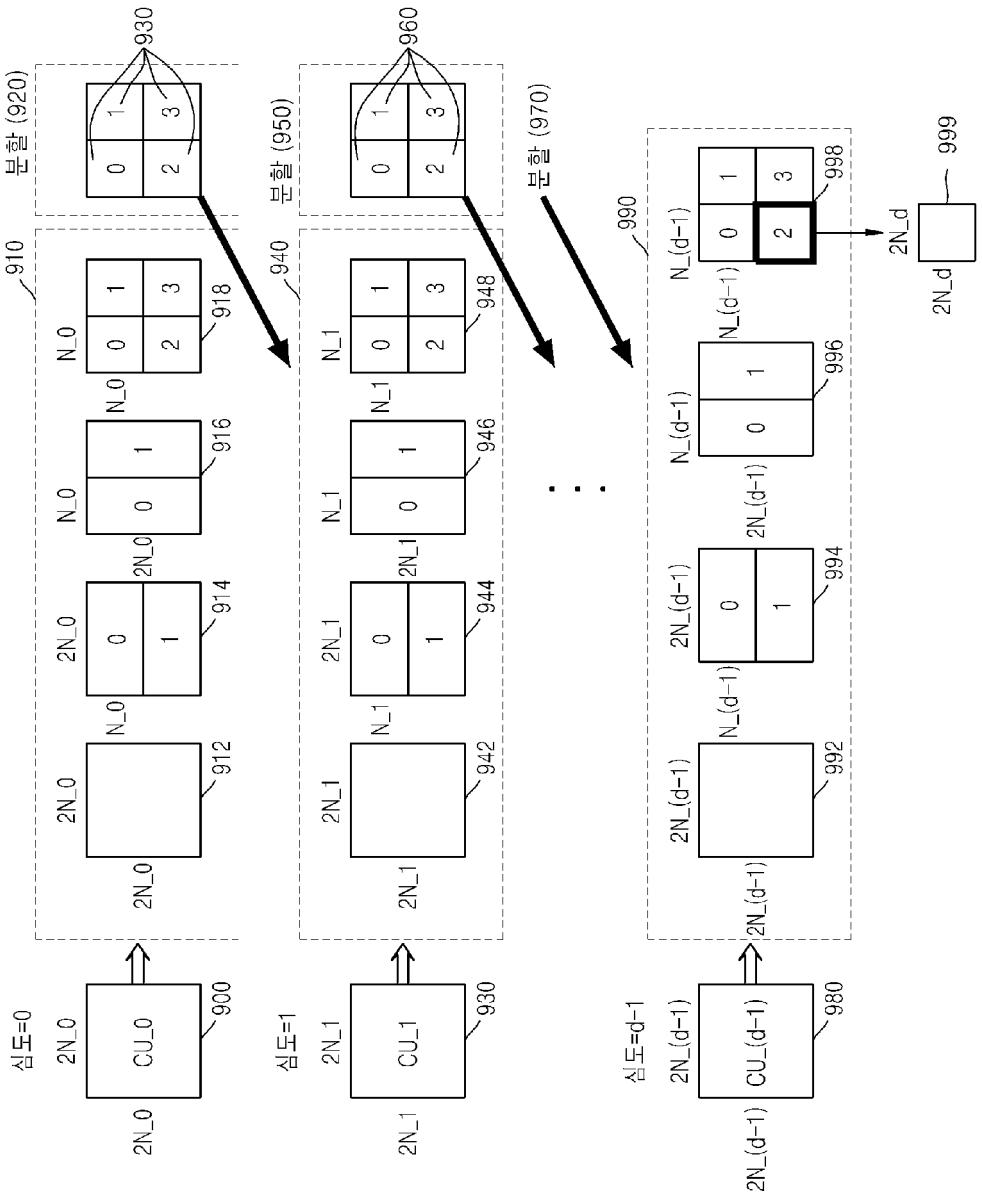
[Fig. 14]


부호화 단위 (710)
64
64
64×64
변환 단위 (720)
32
32
32×32

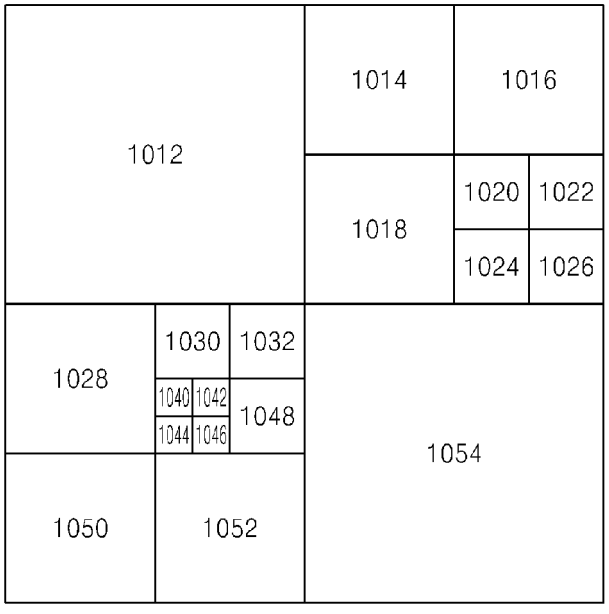
[Fig. 15]


파티션 타입 (800)
2N
802
2N
CU_0
64×64
2N
804
N
0
1
N
806
2N
0
1
N
808
N
0
1
2
3
예측모드 (810)
812
인트라 모드
814
인터 모드
816
스킵 모드
변환 단위 크기 (820)
822
824
826
828
인트라
인터

[Fig. 16]

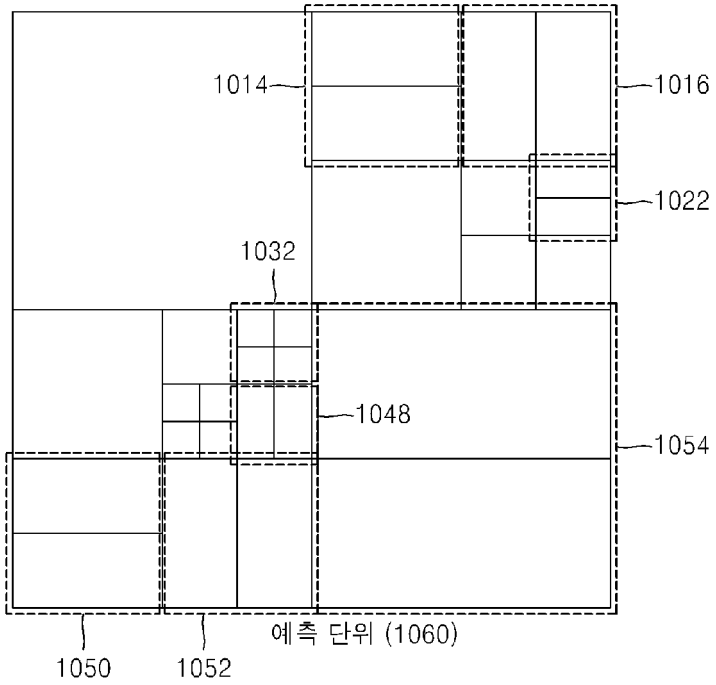


[Fig. 17]

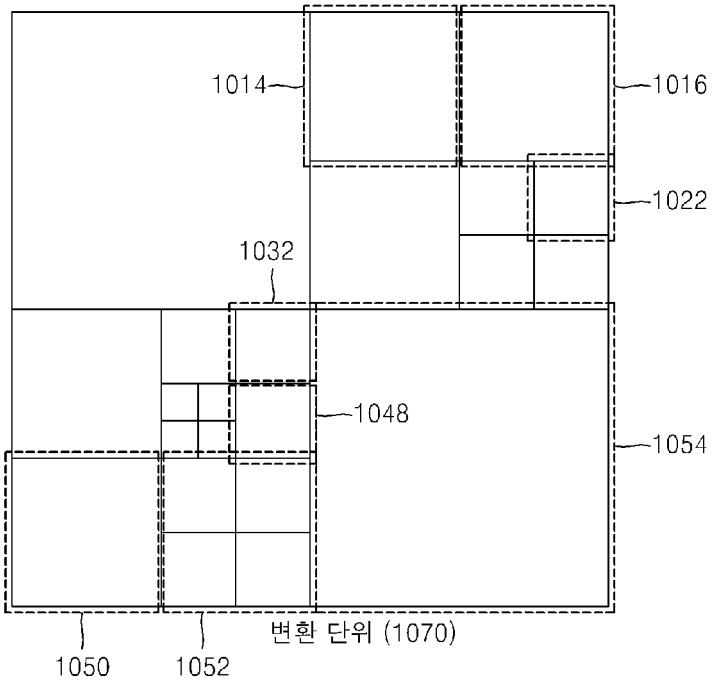


부호화 단위 (1010)

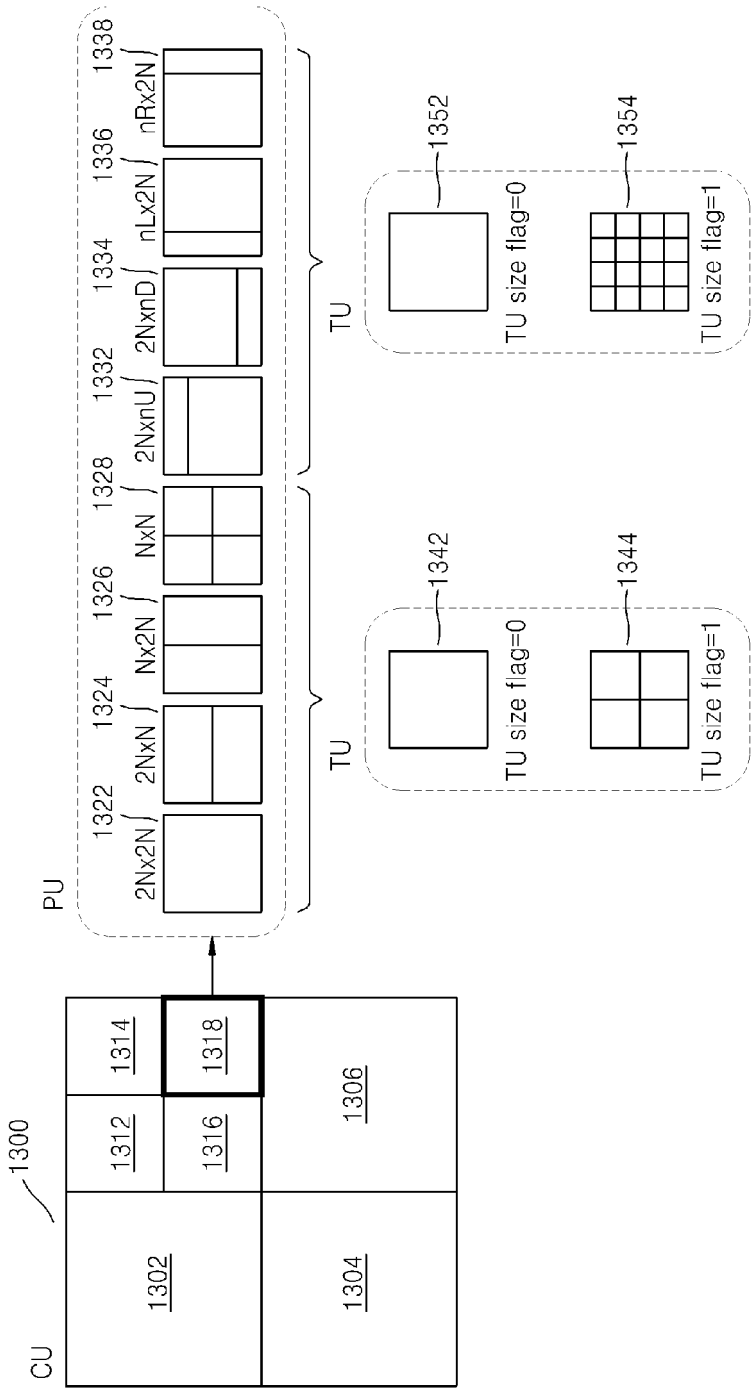
[Fig. 18]


1014
1016
1022
1032
1048
1054
예측 단위 (1060)
1050
1052

[Fig. 19]


1014
1016
1022
1032
1048
1054
변환 단위 (1070)
1050
1052

[Fig. 20]


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