

FIG. 1A

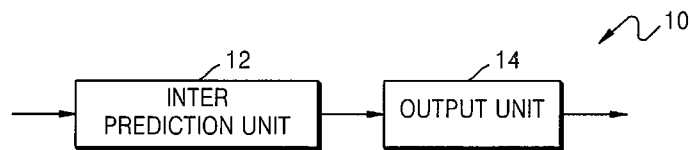


FIG. 1B

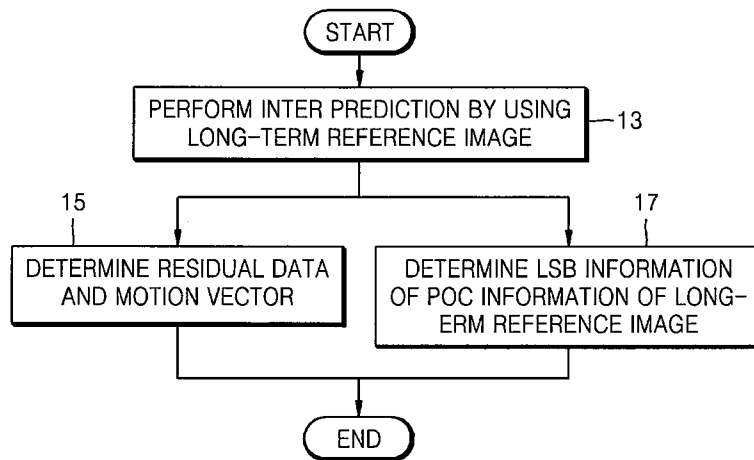


FIG. 2A

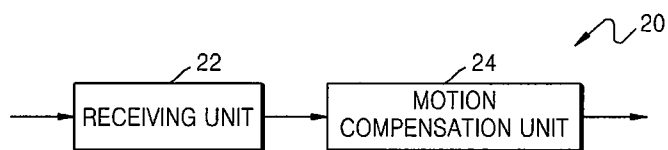


FIG. 2B

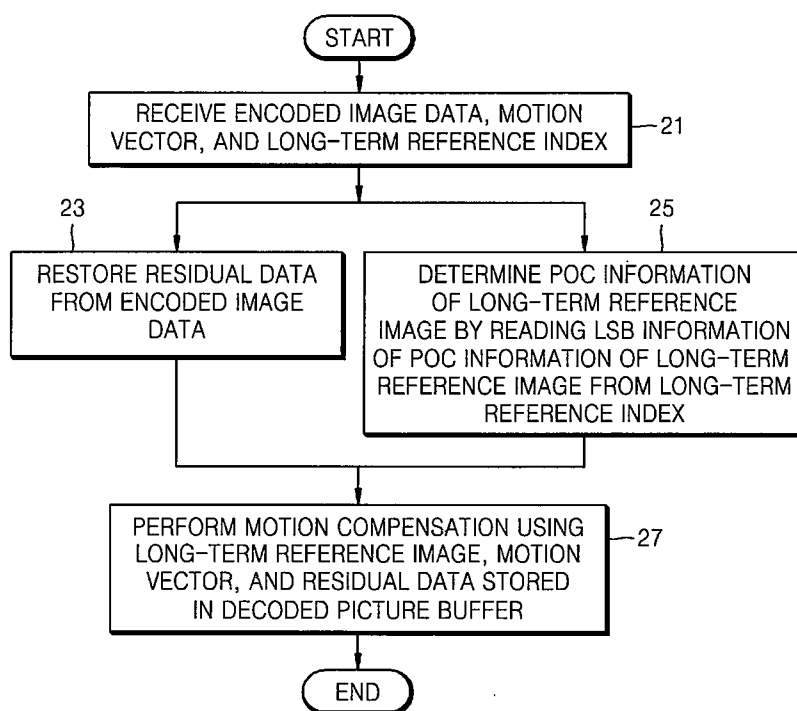


FIG. 3

POC	0	1	2	...	13	14	15	16	17	18	...	30	31	32	33	34	...	47	48
LSB	0	1	2	...	13	14	15	0	1	2	...	14	15	0	1	2	...	15	0
MSB	0	0	0	...	0	0	0	1	1	1	...	1	1	2	2	2	...	2	3

FIG. 4

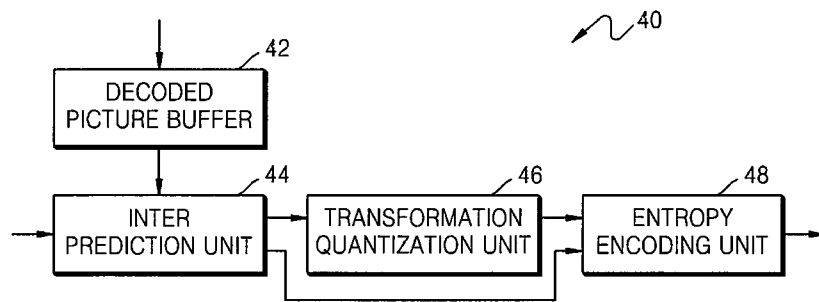


FIG. 5

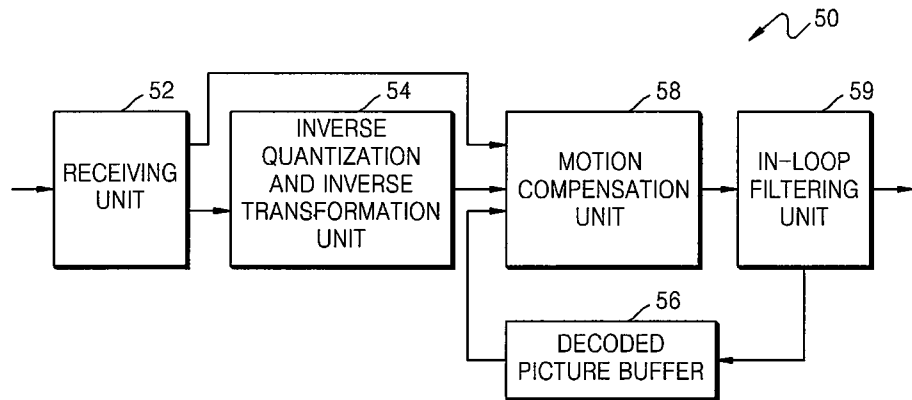


FIG. 6

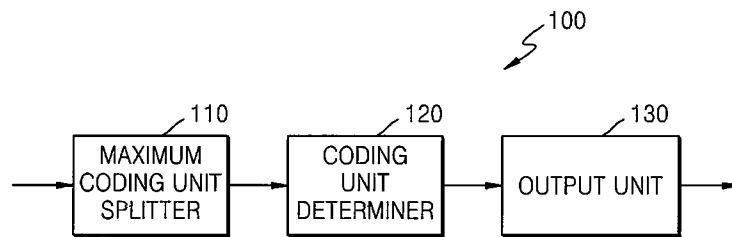


FIG. 7

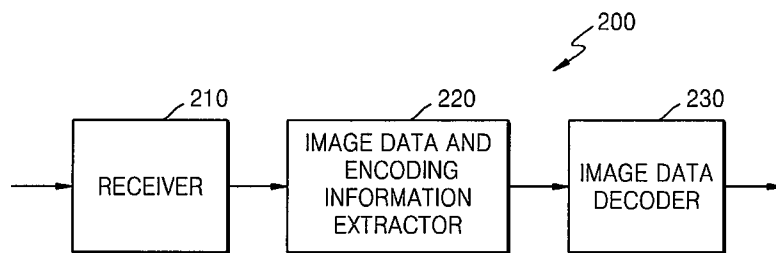


FIG. 8

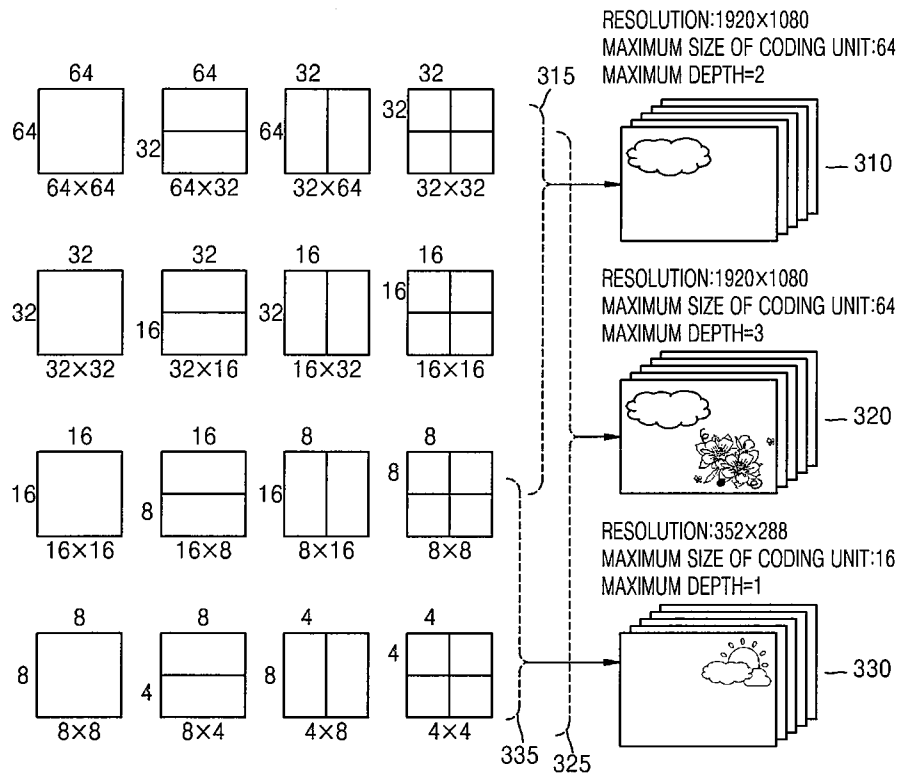


FIG. 9

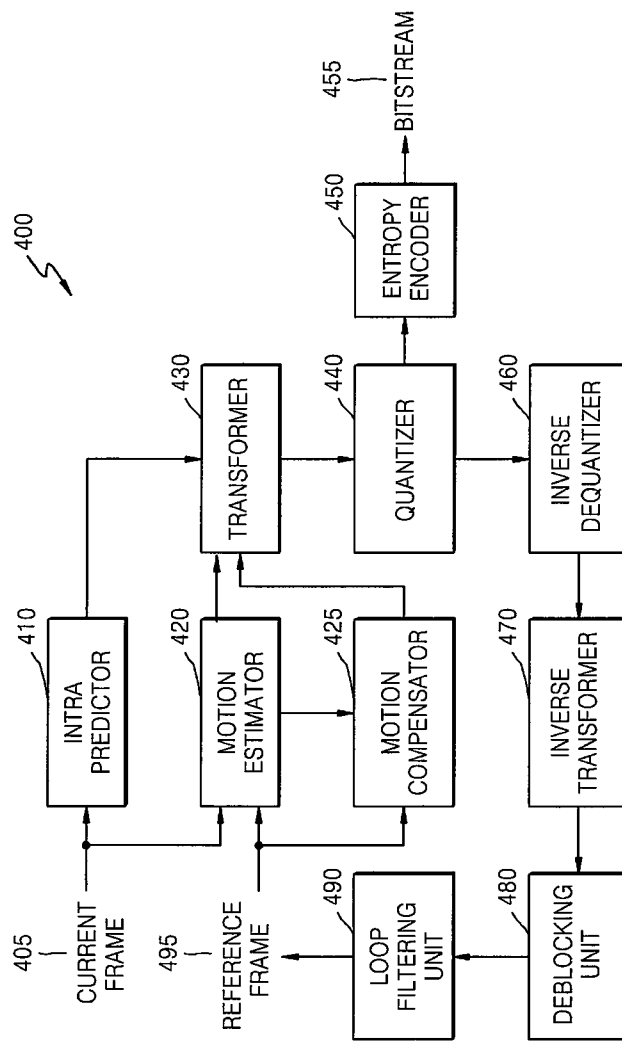


FIG. 10

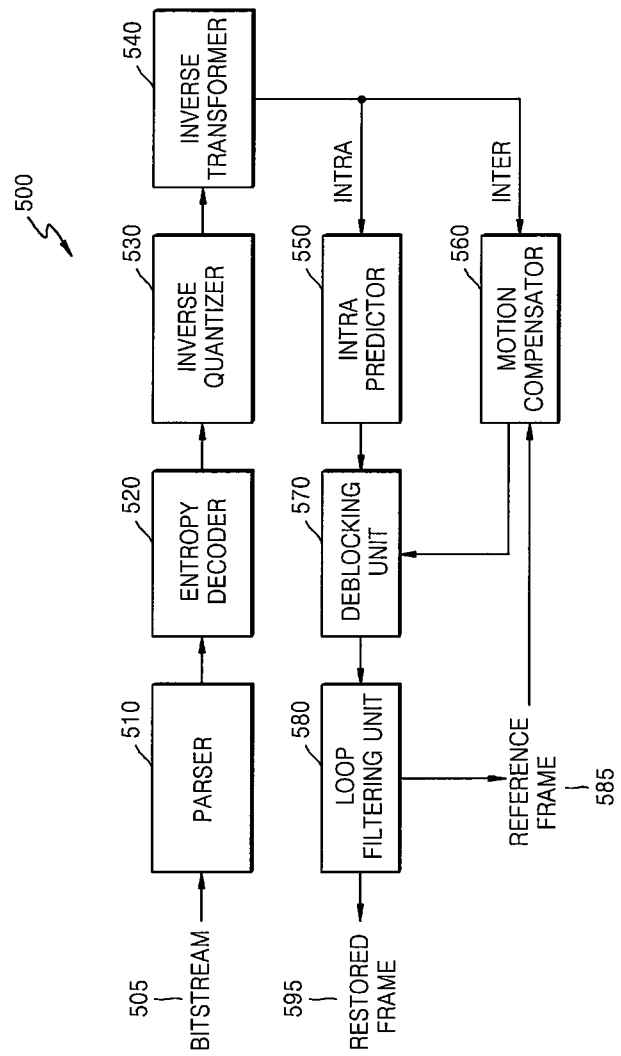


FIG. 11

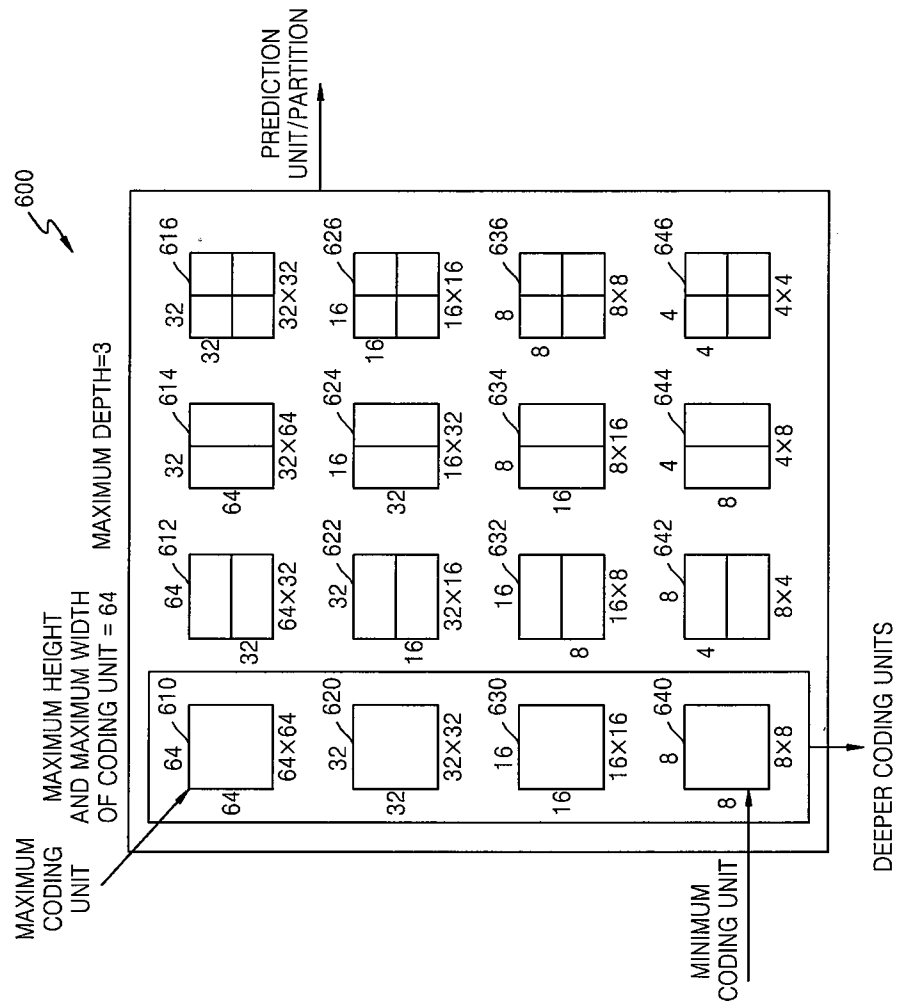


FIG. 12

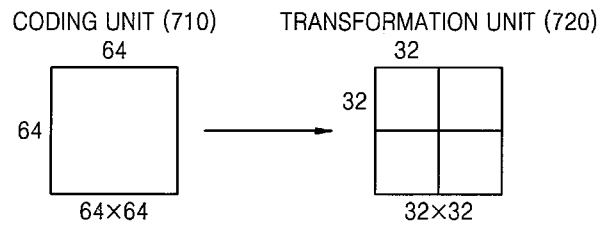


FIG. 13

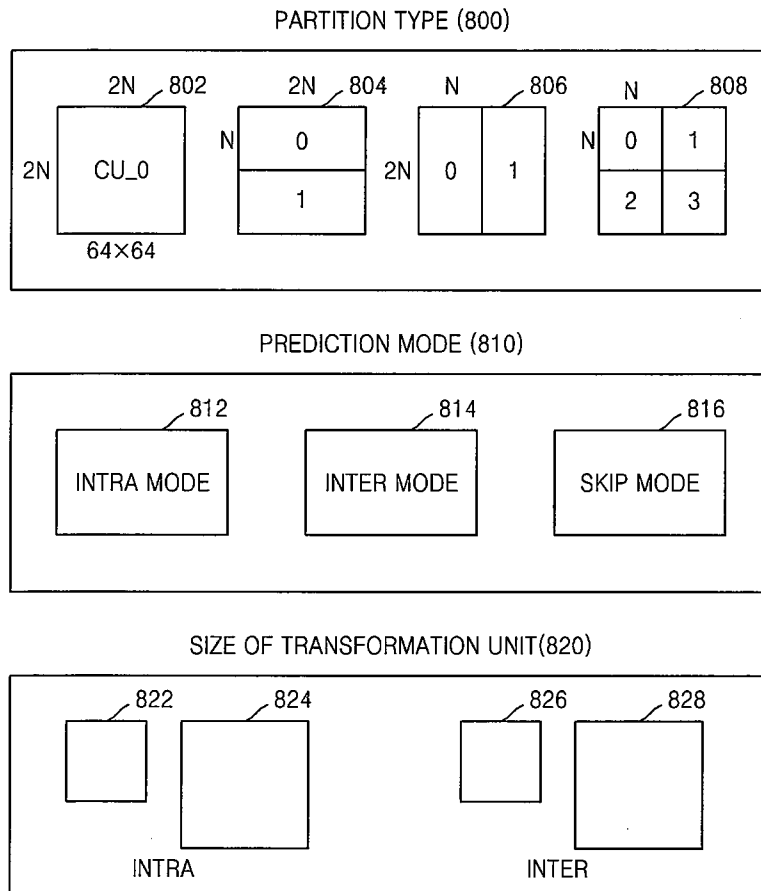


Figure 1 illustrates a hierarchical processing flow for a video sequence. The flow starts with a CU₀ (900) at DEPTH=0, which is split into four N₀ blocks (912, 914, 916, 918). These are further processed into 2N₀ blocks (942, 944, 946, 948) and then into 4N₀ blocks (960, 962, 964, 966). The flow continues through multiple stages (N₁, N₂, ..., N_{d-1}) to a final CU_{d-1} (980) at DEPTH=d-1. The final output is a 2N_d block (998) which is split into four 2N_d blocks (999).

FIG. 15

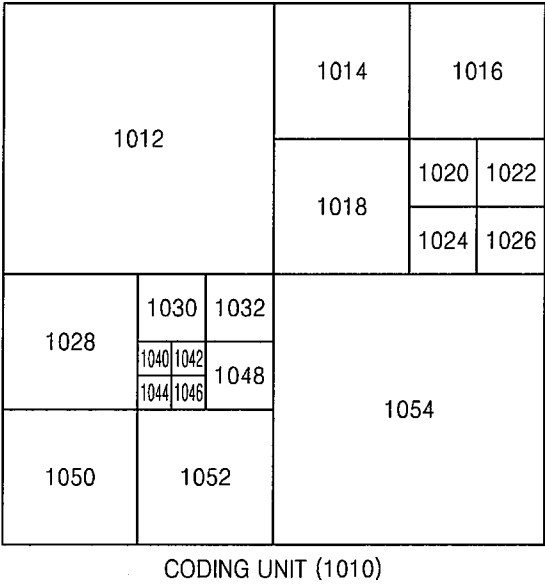


FIG. 16

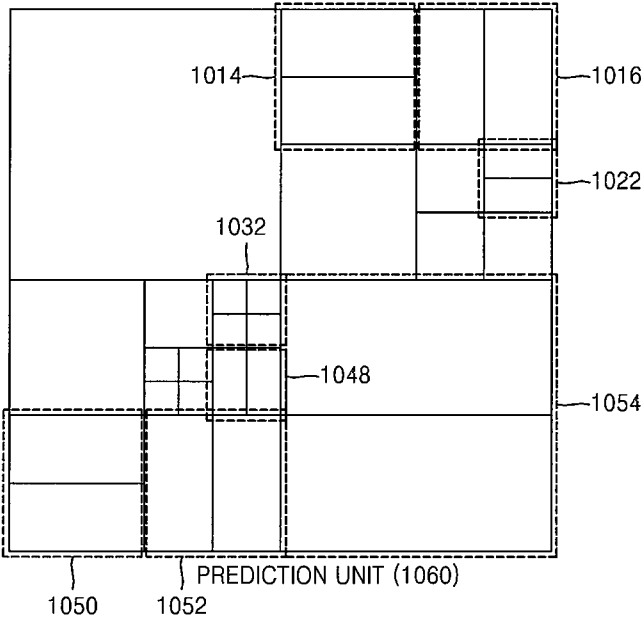


FIG. 17

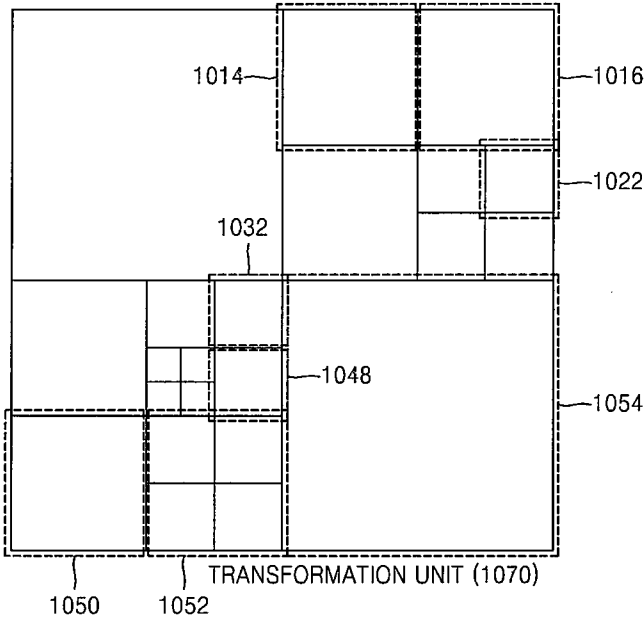


FIG. 18

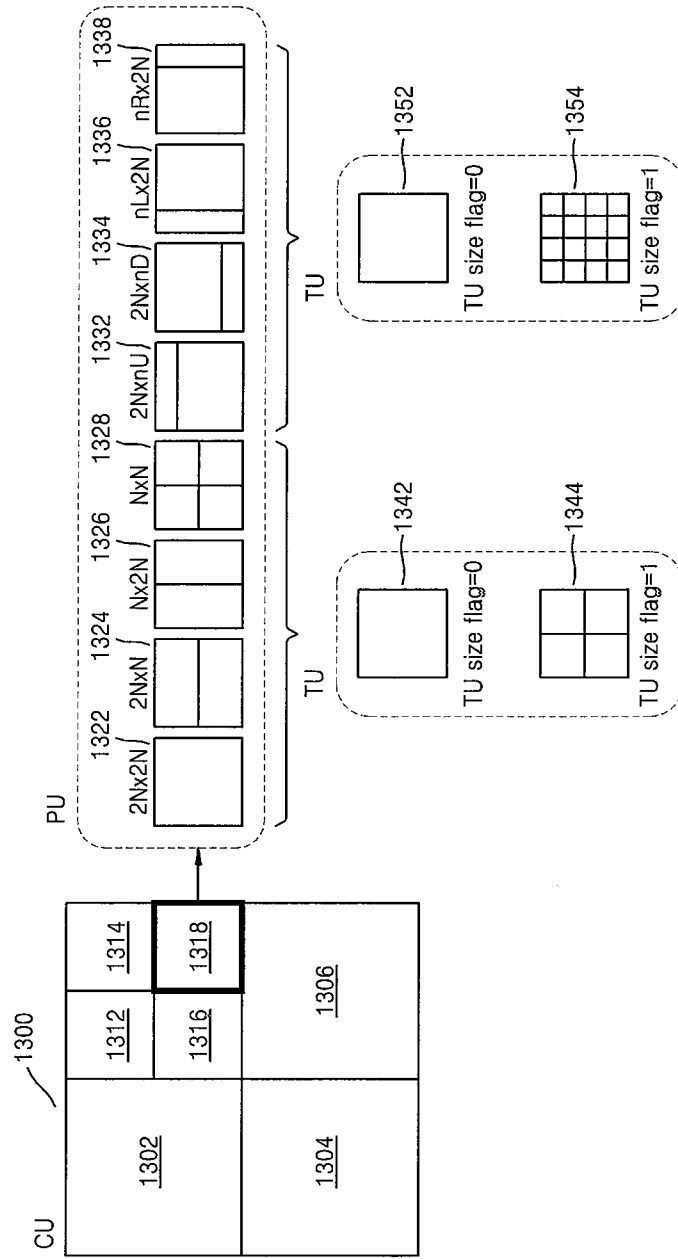


FIG. 19

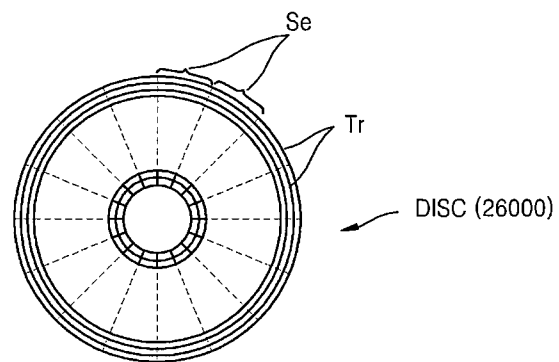
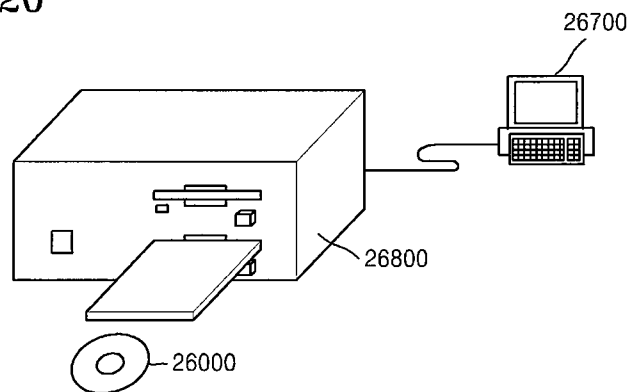


FIG. 20



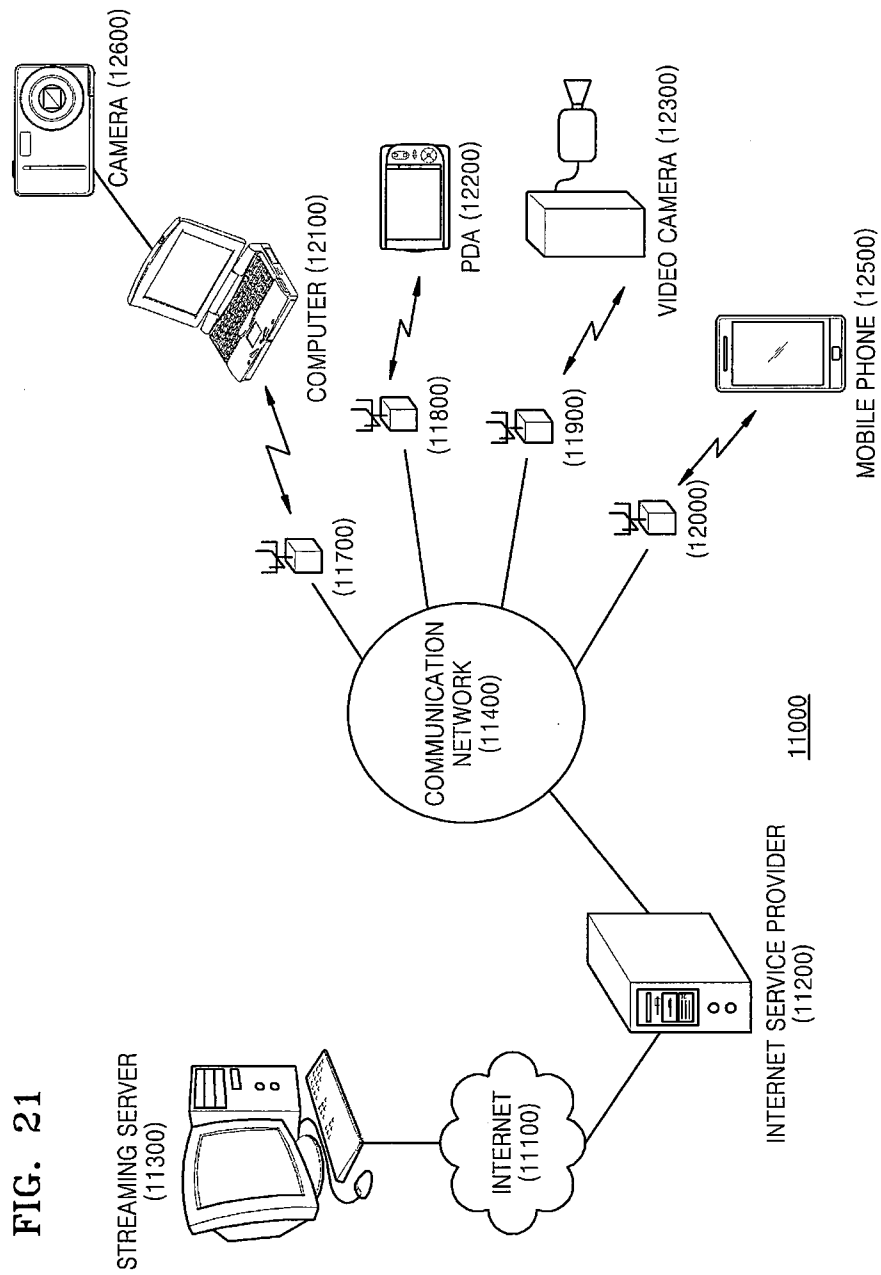


FIG. 22

