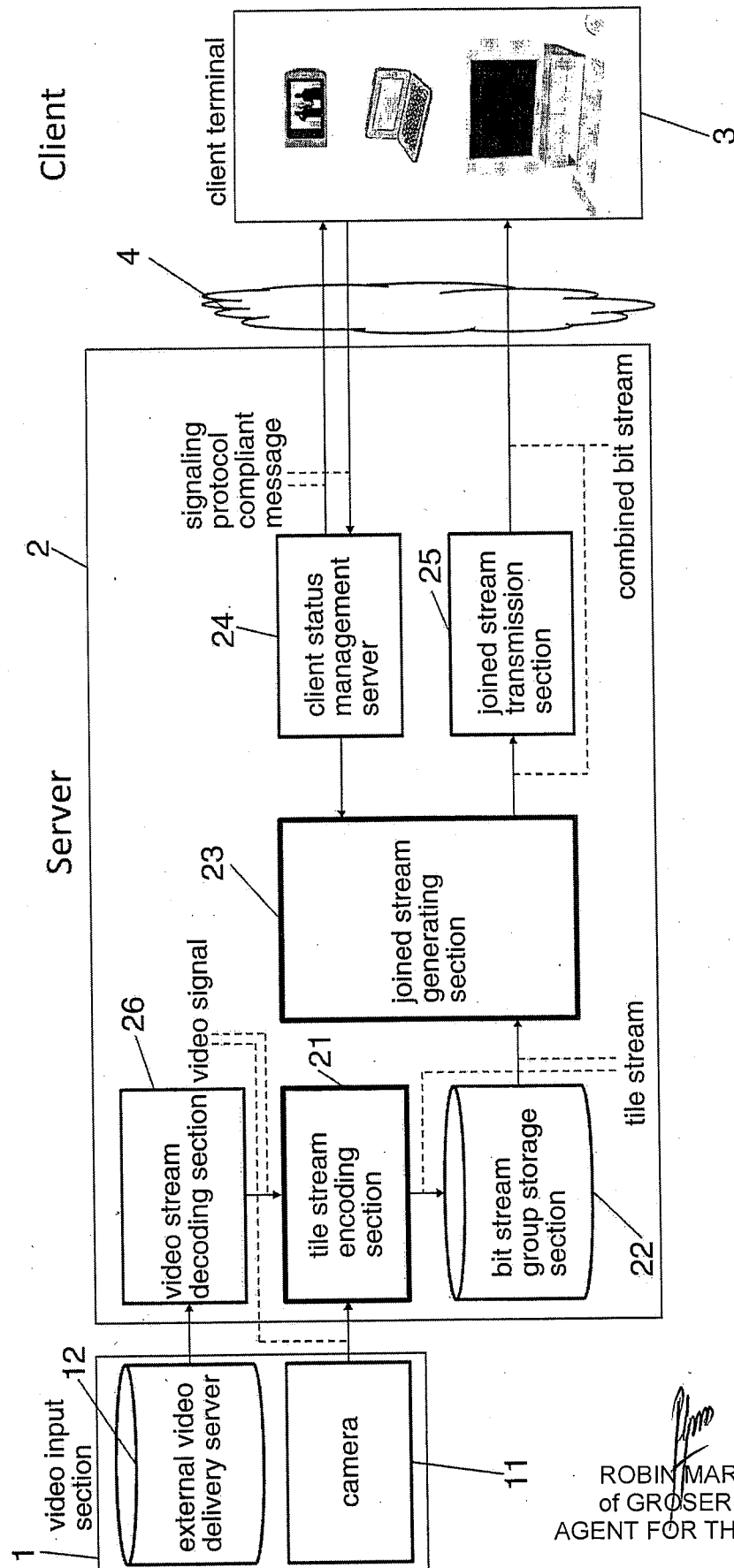


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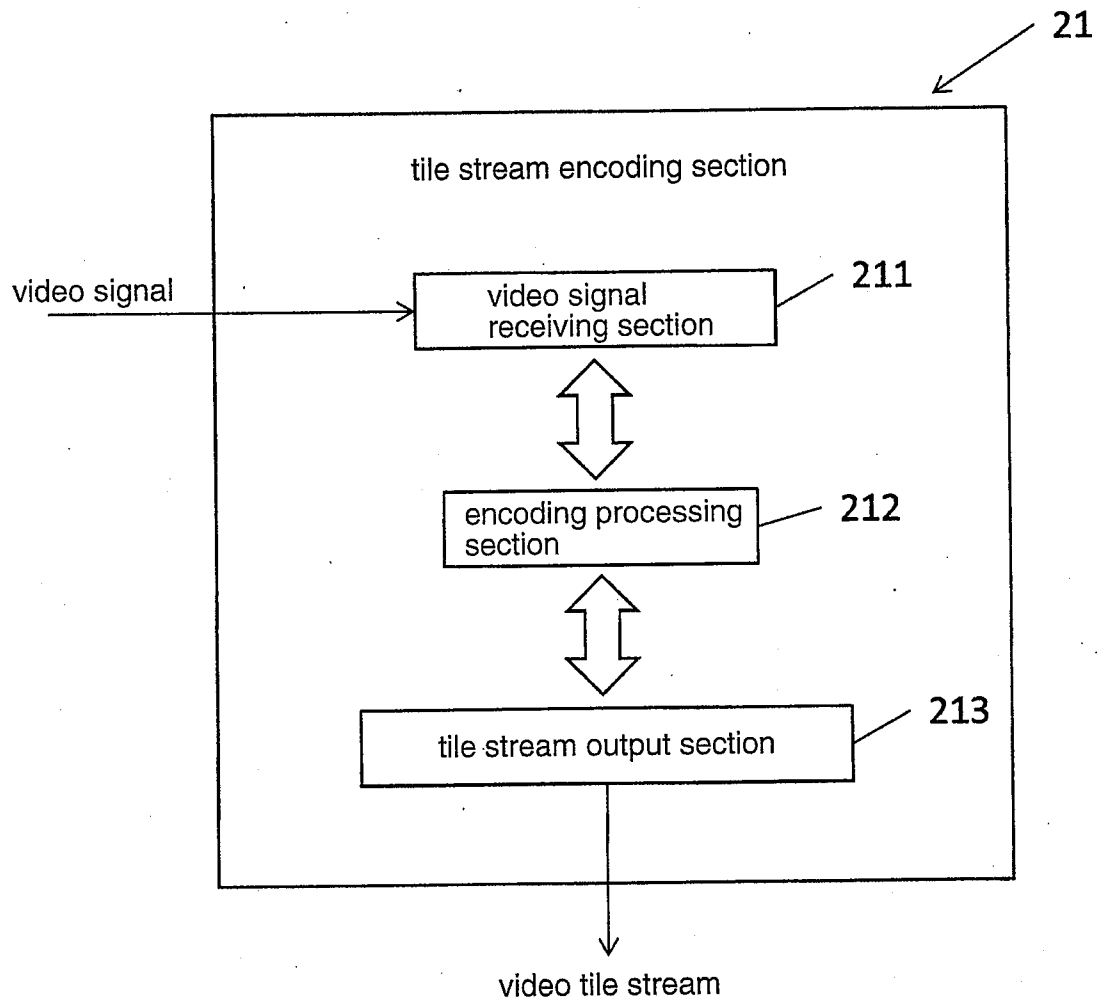
FIG.1



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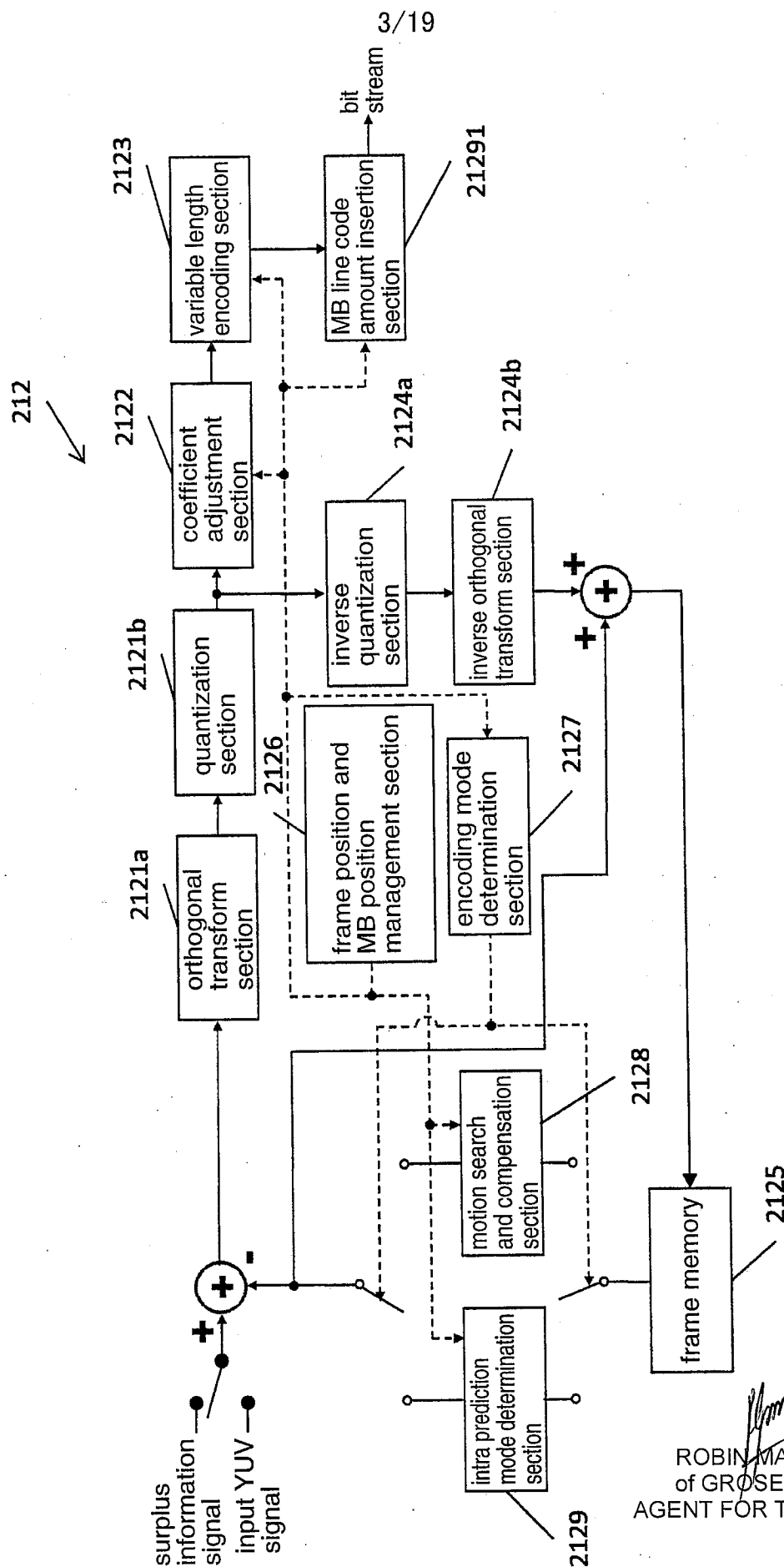
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FIG.2



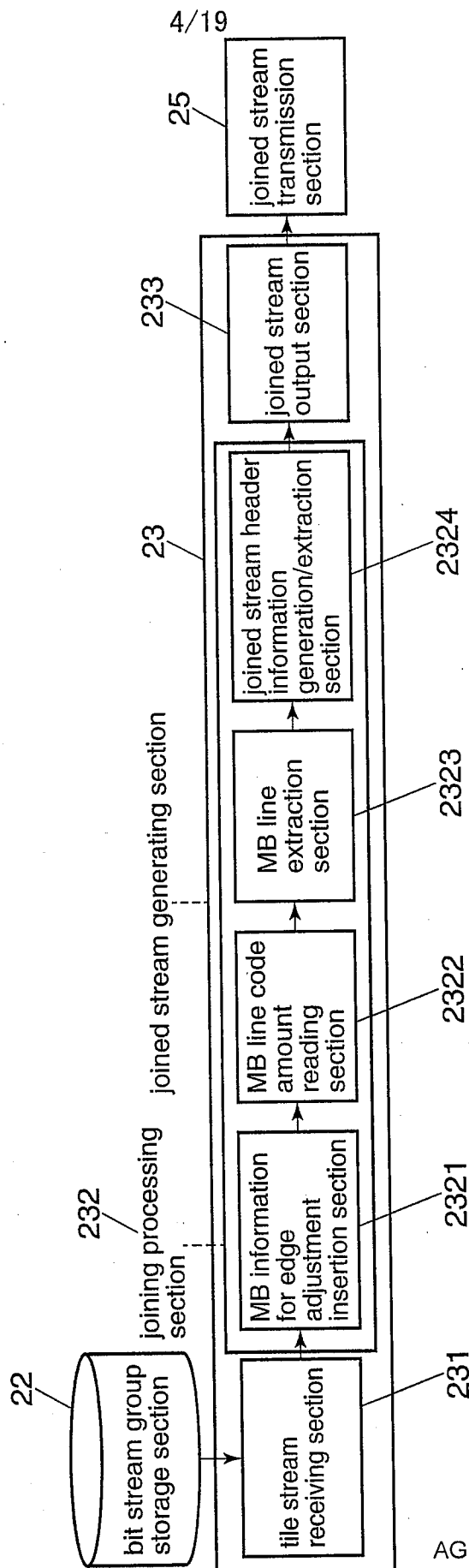
[Signature]
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FIG. 3



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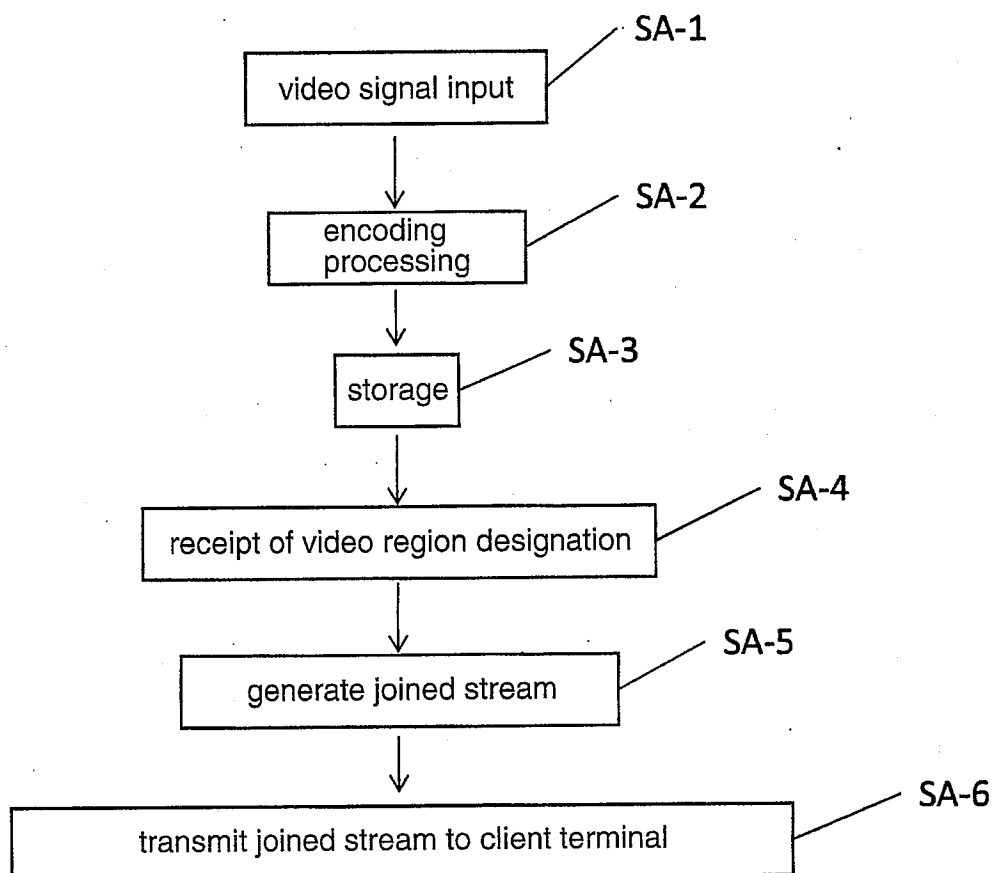
FIG.4



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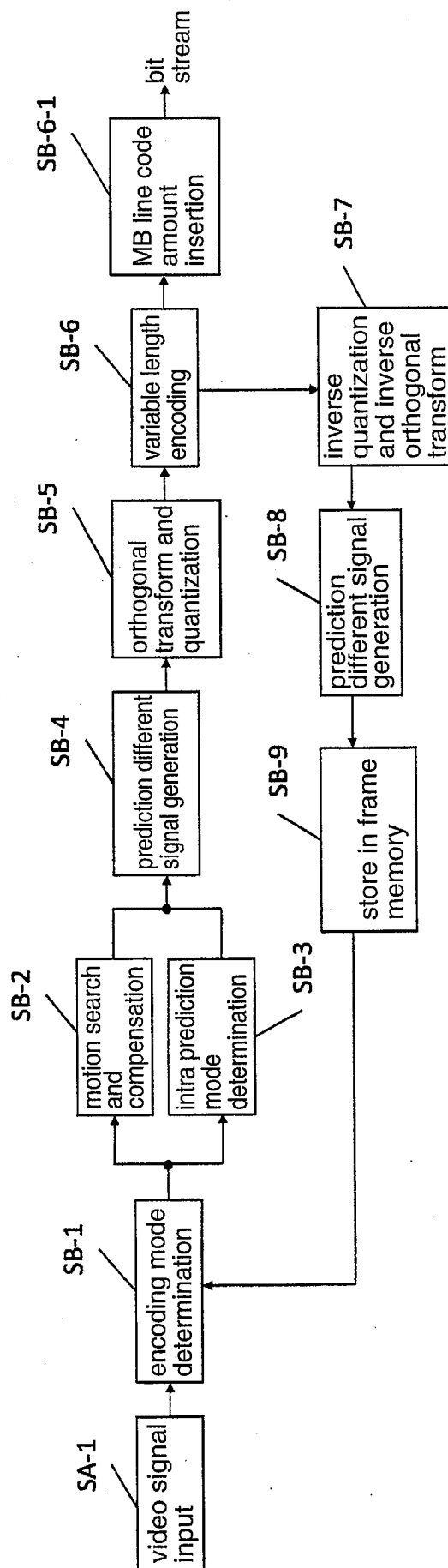
FIG.5




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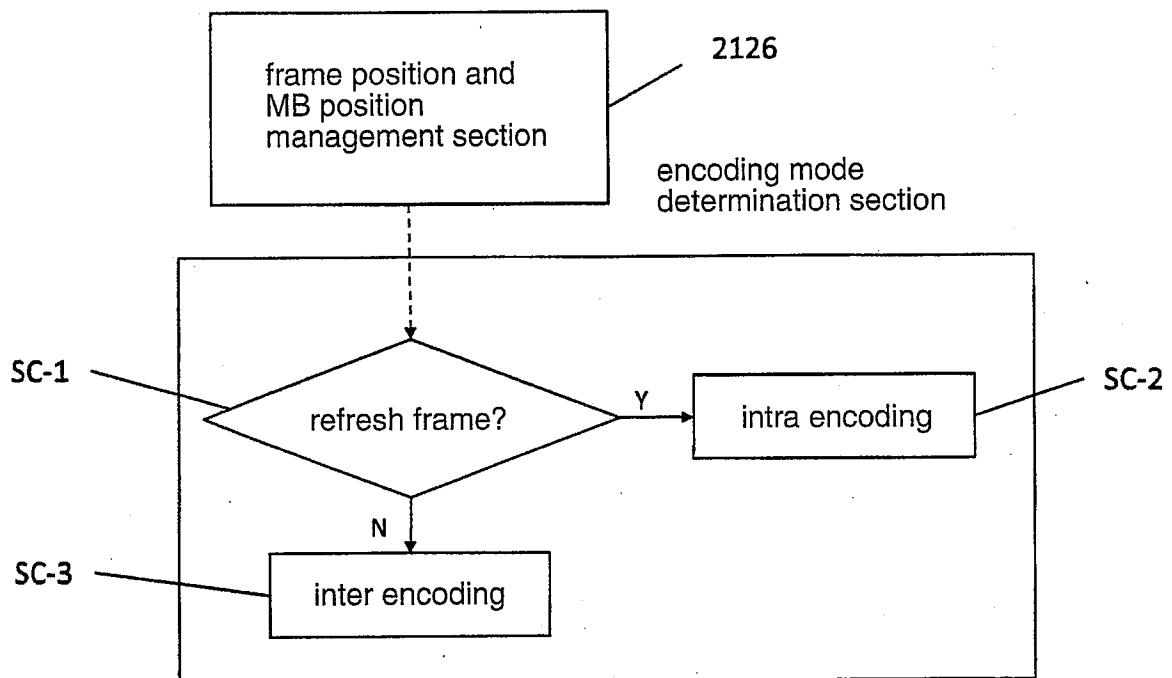
FIG.6



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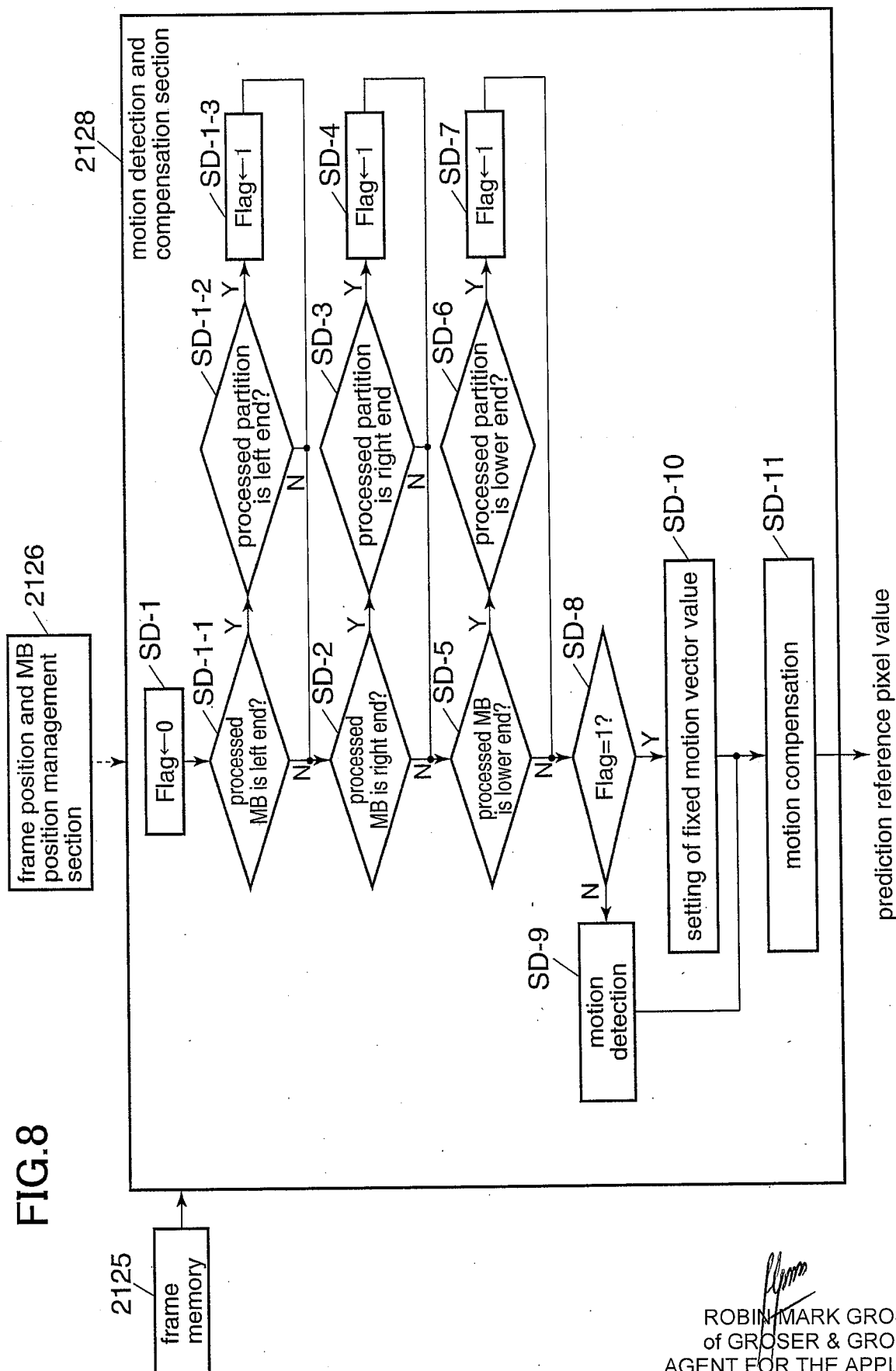
FIG.7




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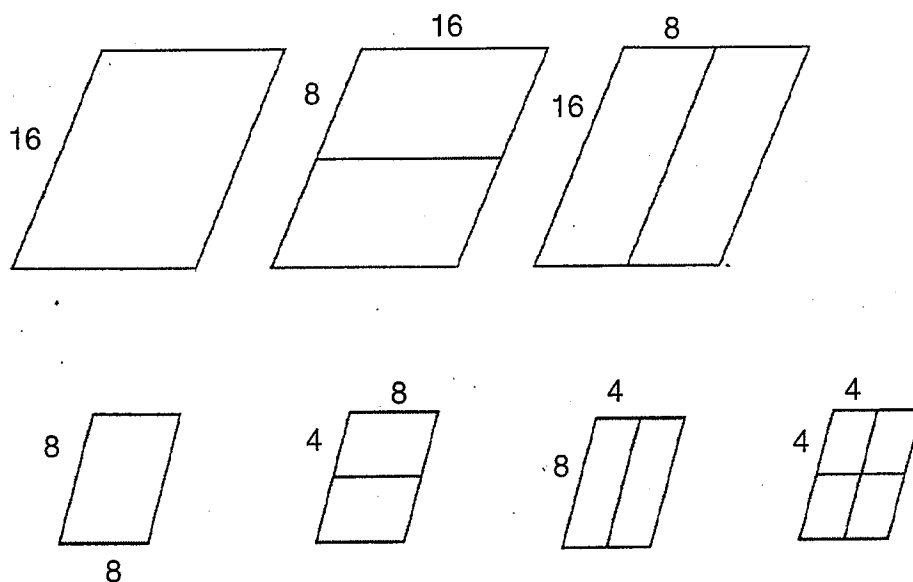
FIG.8



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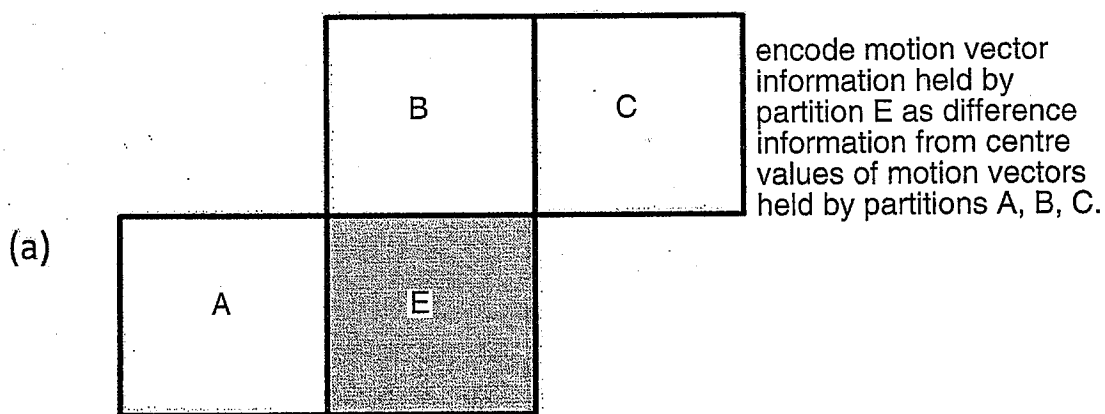
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FIG.9

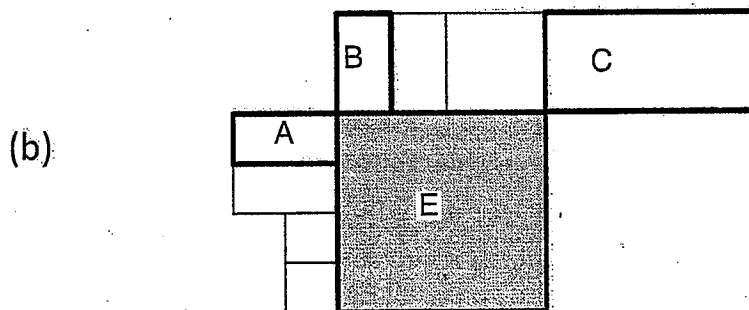


seven types of partition size

FIG.10



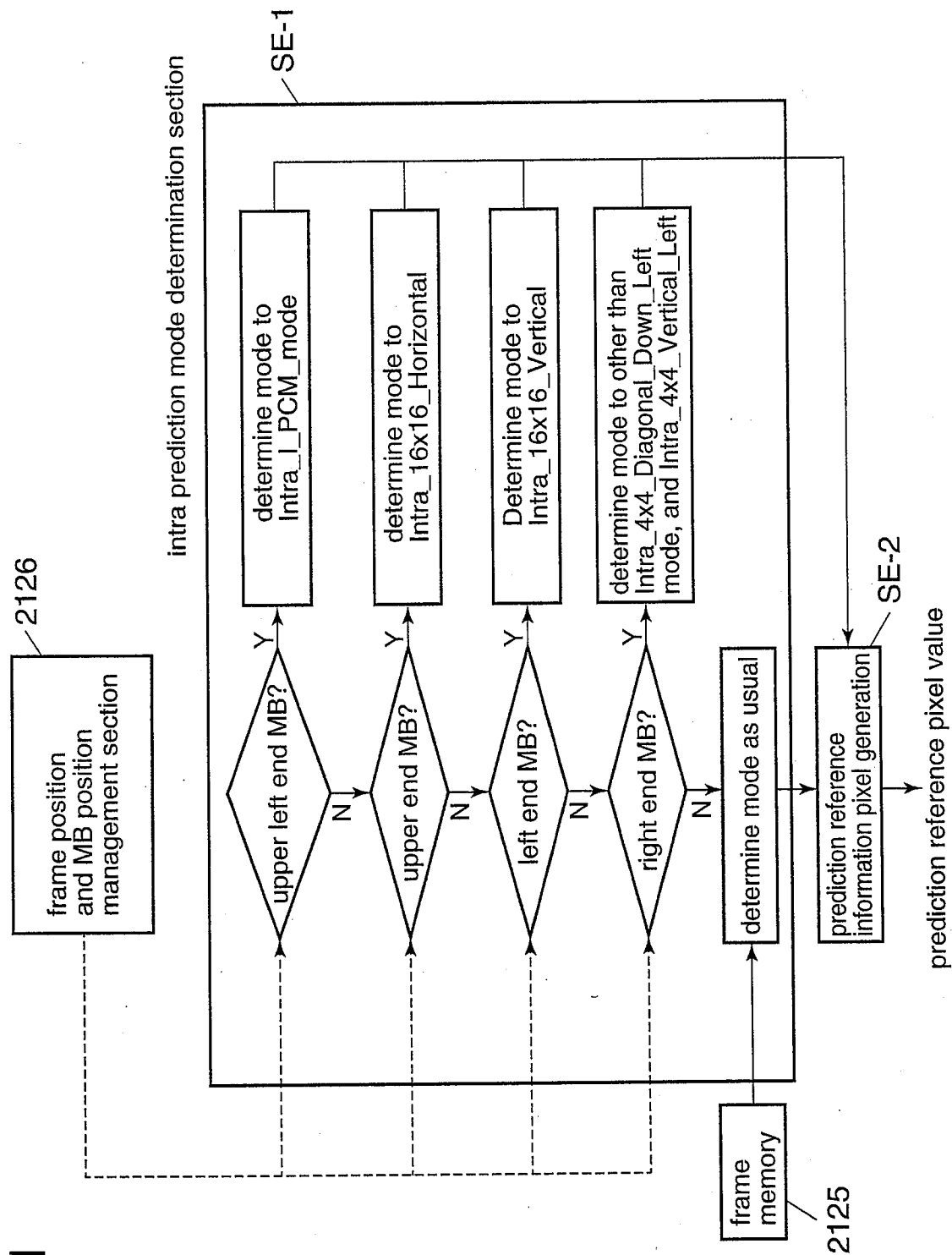
case where partition size is the same



case where partition size is different


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FIG.12

setting of MB type and
prediction mode for MB
position in refresh frame

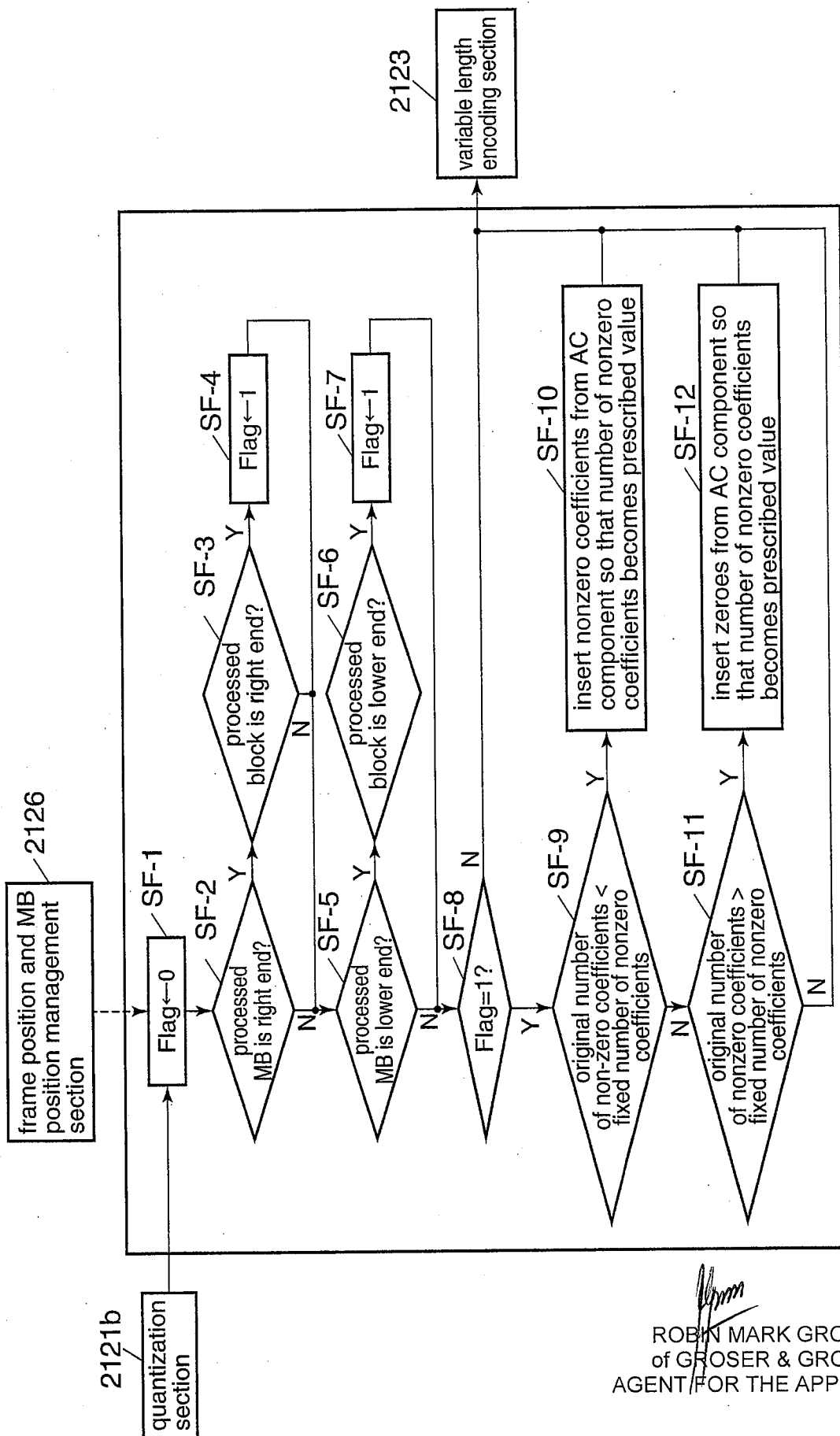
refresh frame	▲	●	● ● ● ●	●	●
	*			■	
	*			■	■
	*			■	■
	*			■	■
	*			■	■

- ▲ : MB to be made intra_I_PCM mode
- : MB to be made intra_16x16_Horizantal mode
- * : MB to be made intra_16x16_Verical mode
- : MB to be made mode other than intra_4x4_Diagonal_Down_Left mode, and Intra_4x4_Verical_Left

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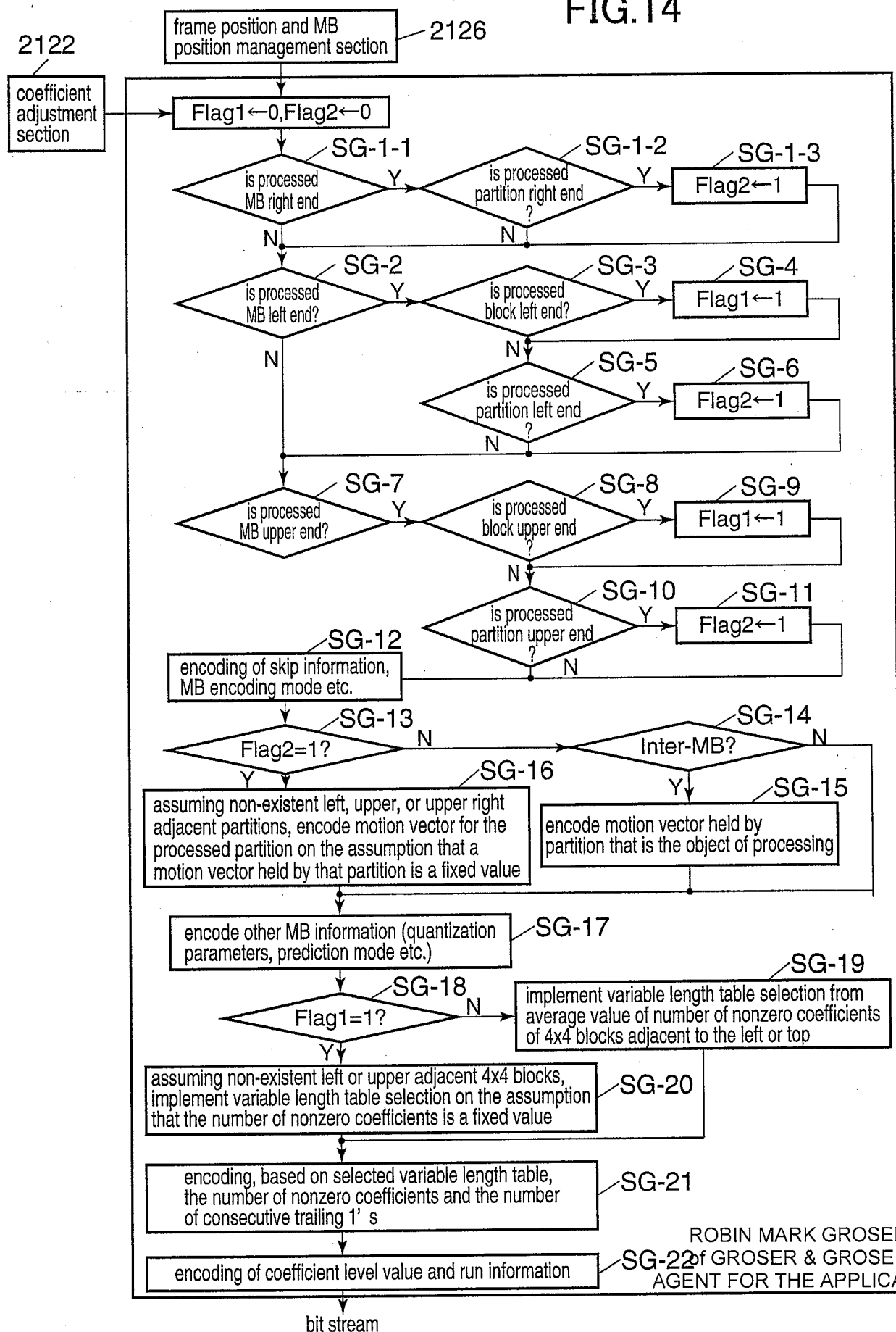
FIG.13



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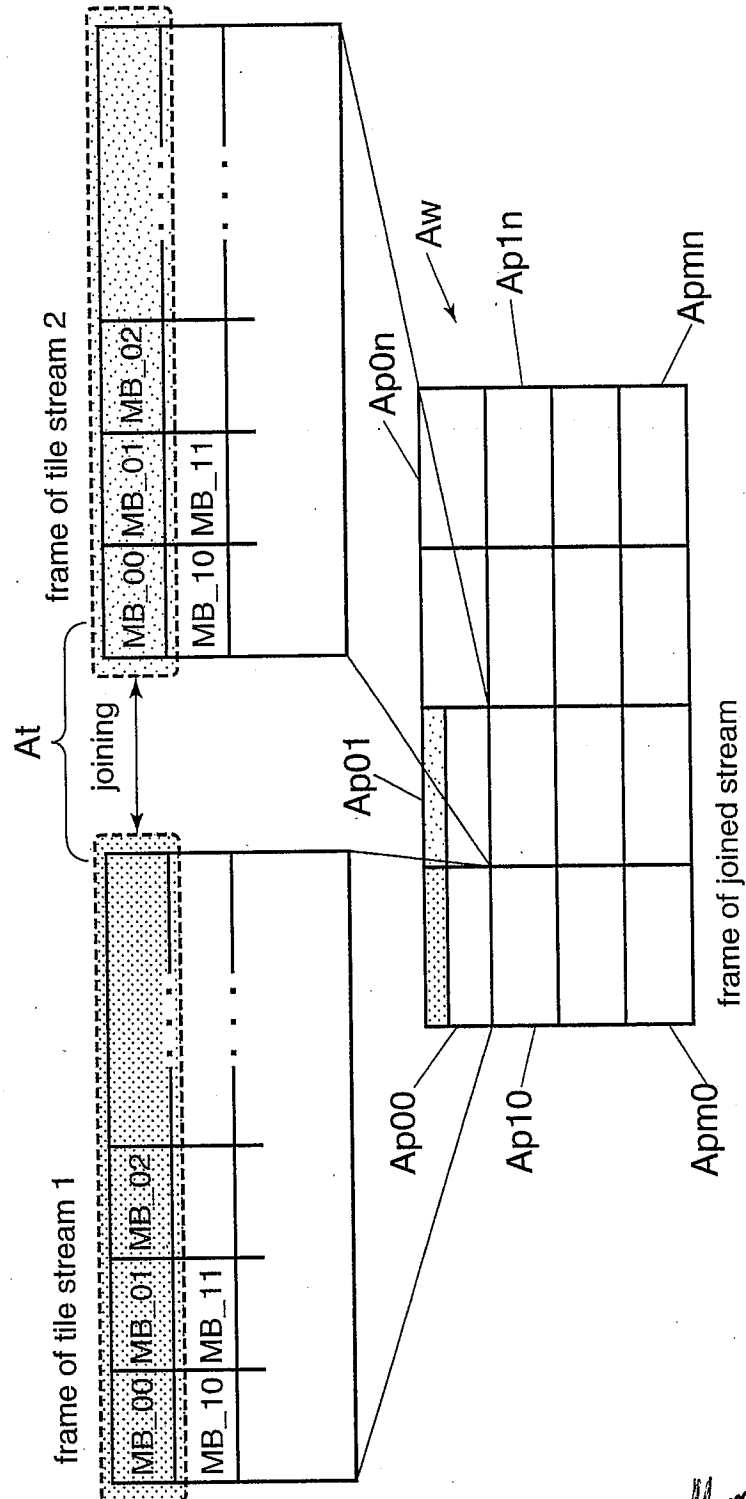
FIG.14



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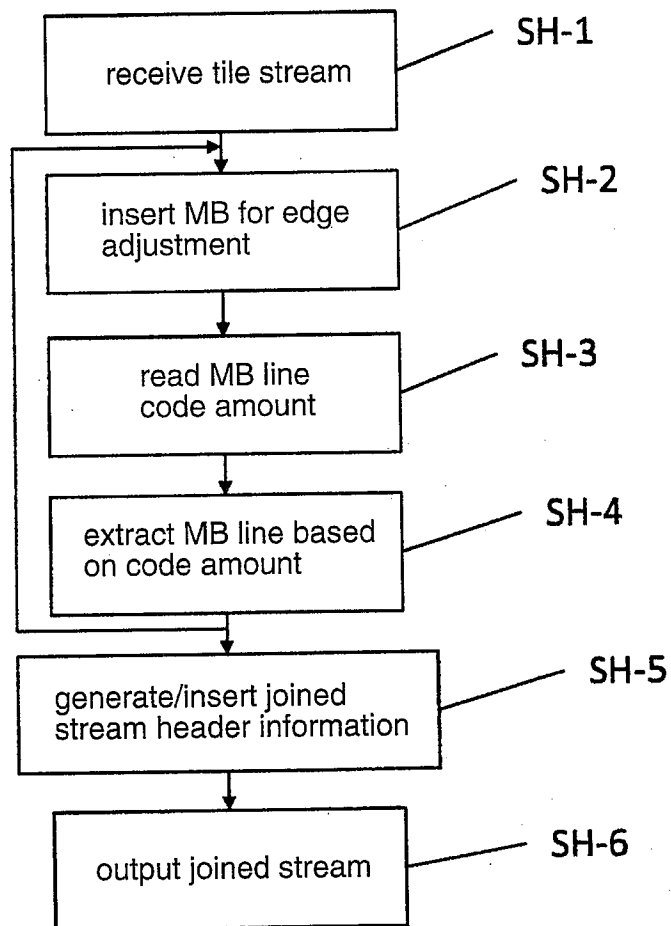
FIG.15



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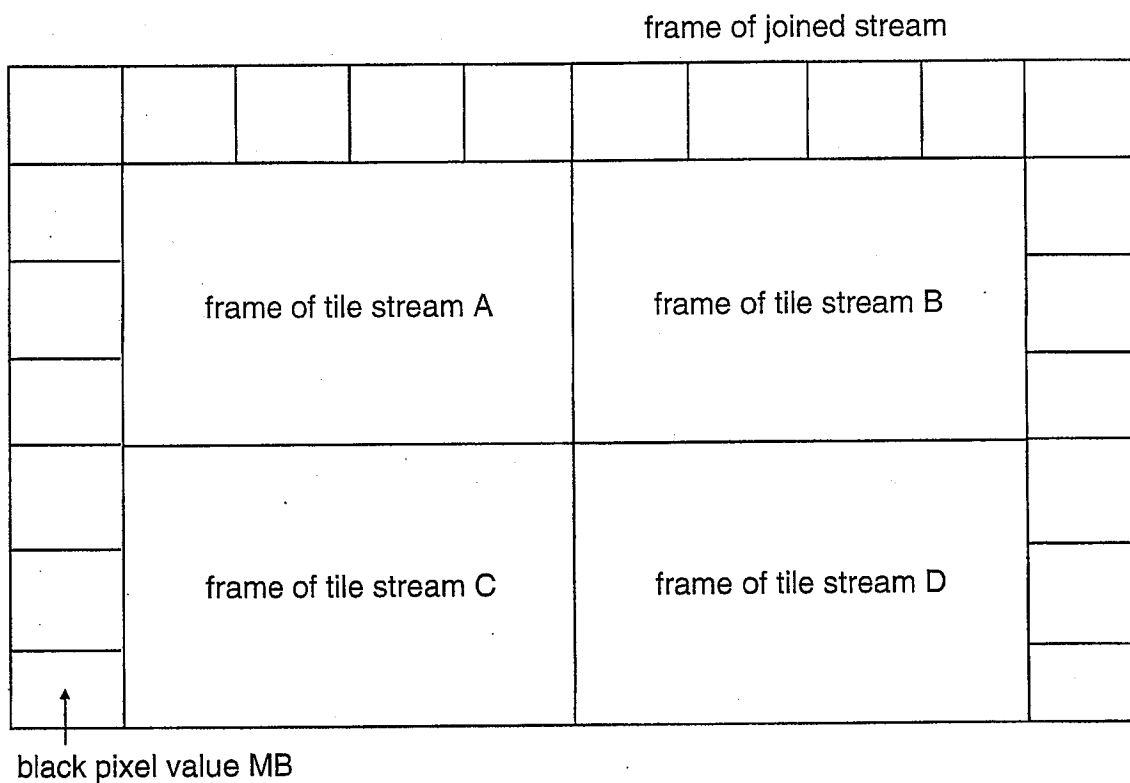
FIG.16




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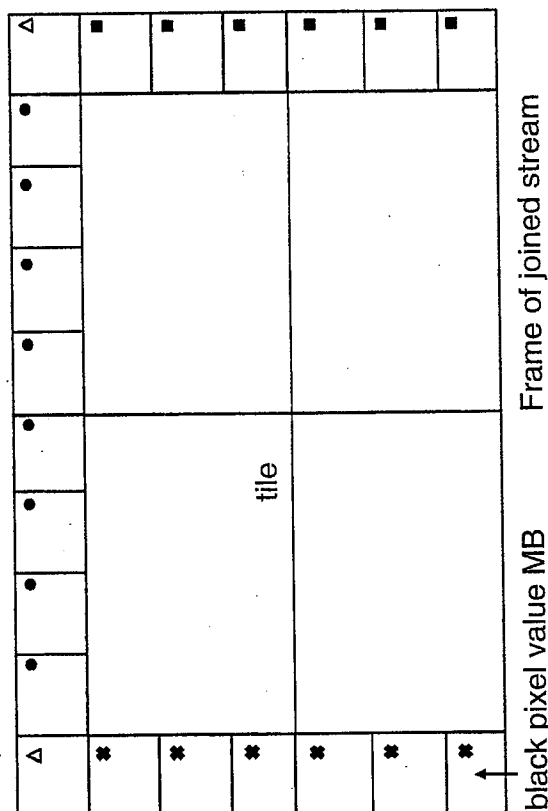
FIG.17




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FIG.18

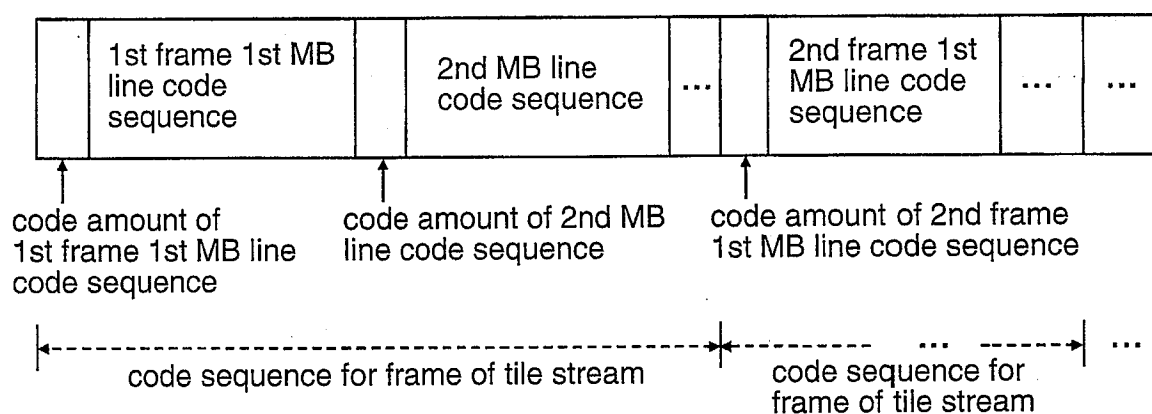


- : in intra_16x16 MB mode, intra encoding such that lower end blocks have a fixed number of nonzero coefficients (refresh frame)
- : inter encoding such that lower end blocks have a fixed number of nonzero coefficients and constitute a fixed motion vector (other than refresh frame)
- Δ : no encoding restriction
- * : in intra_16x16 MB mode, intra encoding such that right end blocks have a fixed number of nonzero coefficients (refresh frame)
- : inter encoding such that right end blocks have a fixed number of nonzero coefficients and constitute a fixed motion vector (other than refresh frame)
- : inter encoding assuming that a number of nonzero coefficients of boundary blocks adjacent to the left end of the MB is a fixed value (refresh frame)
- : inter encoding such that the MB itself has a fixed motion vector, and assuming that a number of nonzero coefficients of boundary blocks adjacent to the left side of the MB is a fixed value, and that a motion vector held by boundary partitions is a fixed motion vector (other than refresh frame)

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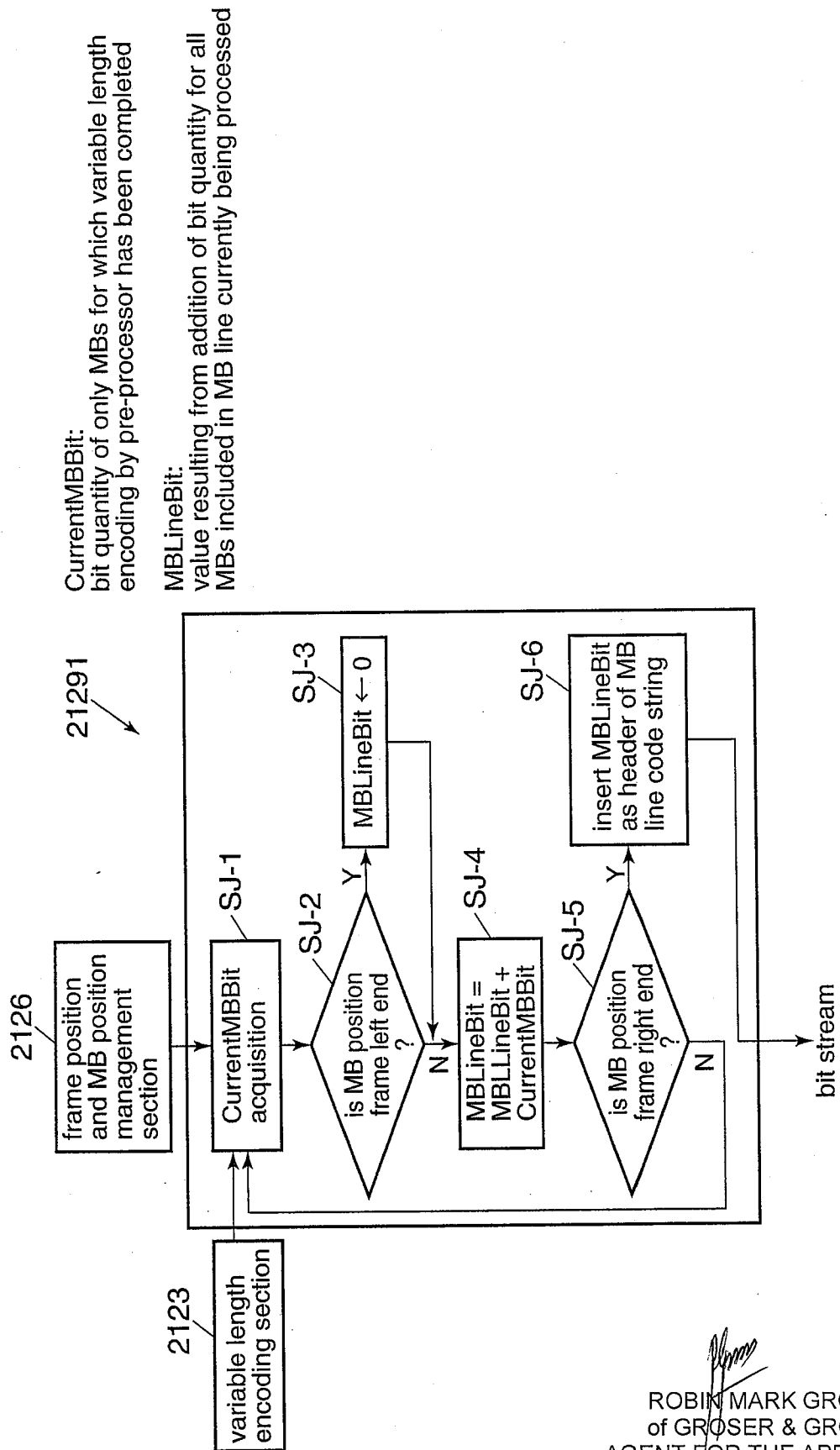
FIG.19




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FIG.20



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