

VADIS-A3

AVC-14'

CCETT/A3/04

MPEG91/208

J. MAU

DESCRIPTION OF THE VADIS-A3 COMMON SCHEME

MPEG2 PROPOSAL n°9

Coding scheme proposed by the algorithm group 3 of the european VADIS project and supported by:

Proposers:

CCETT	F
EPFL	CH
HHI	D
LER	F
SIEMENS	D
UCL	B

Simulations and papers done by CCETT.
Source: J.Mau / CCETT-FRANCE

Introduction

This paper describes briefly the common scheme proposed by the Algorithm Group 3 of the european project VADIS (referenced as proposal n°9) and gives in annexes the useful information (VLC tables, statistics ...).

The block diagrams of the encoder and decoder are shown next page.

This 4.2.2 coding scheme is based on a two dimensionnal PRMF frequency splitting in 8*8 subbands.

PRMF means Perfect Reconstruction Modulated Filters, a newly developped subband technique by CCETT, and which will be presented in the early 1992 at the ICASSP conference in San-Francisco.

This PRMF subband scheme combines the advantages of subband techniques and can be implemented with a fast algorithm leading to a very efficient hardware implementation, with a total number of multiplications and additions comparable to the best 8*8 DCT solutions. (#A =7.5 and #M=2.5 per pixel for a 2D 8*8 splitting for PRMF to be compared with B.G. LEE algorithm for a 2D 8*8 DCT: #A=7.25 and #M=3).

These PRMF permit also local field/frame decisions which seems not to be possible in any other type of subband techniques.

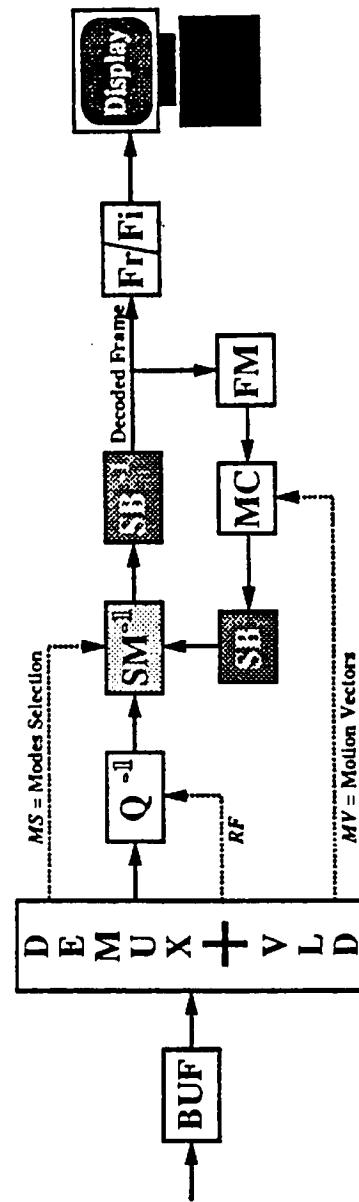
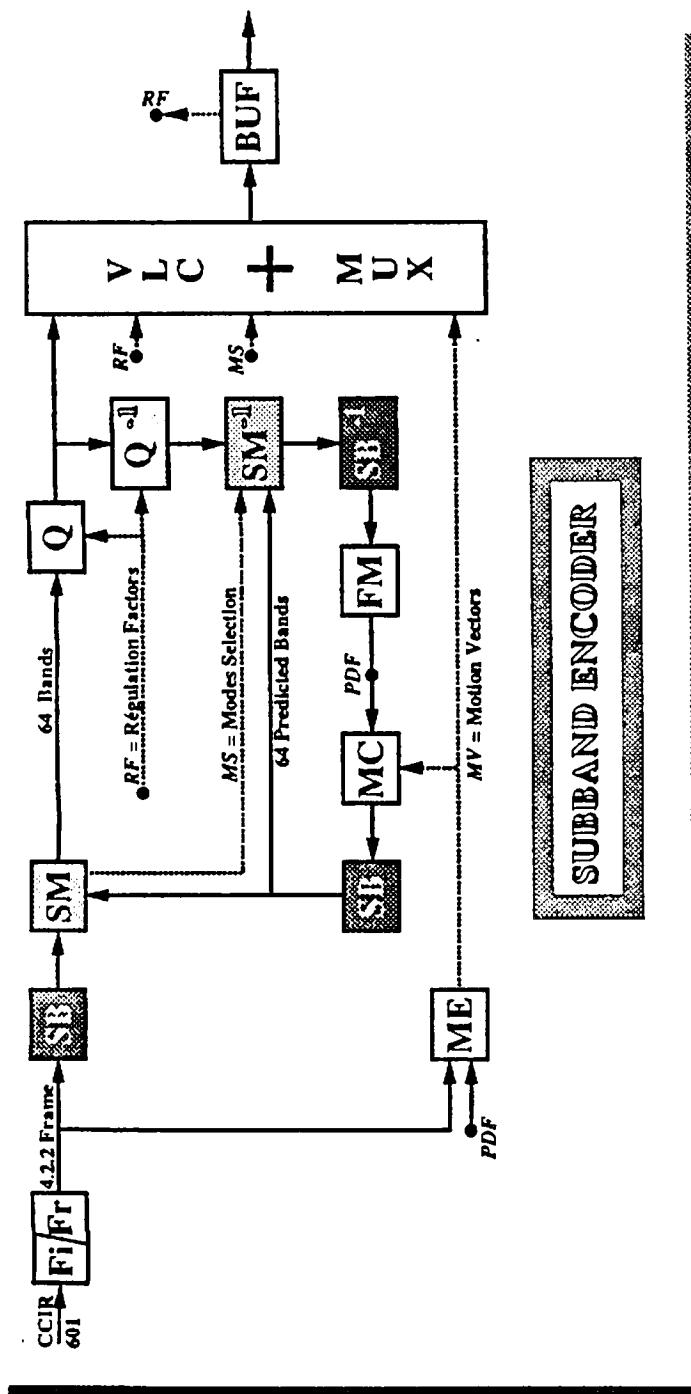
Nevertheless a lot of particular points are still open to discussion and certainly need some more experiments. Many feedbacks are expected from, for example, hardware implementation people, but the general framework of this codec is now quite stable and presented in this paper.

A simple hardware cost evaluation is also given in this document.

All the numbers will be related to luminance signals (except when specified). Chrominance signals are treated rather similarly except that some horizontal dimensions are to be divided by 2 due to the horizontal sub-sampling. This has to be known to estimate the hardware cost of a complete Y/DB/DR codec. At first approximation except for boxes ME and SM the cost for DB+DR is the same as for Y

On paths will be indicated the numbers of bits transferred per clock cycle except when followed by the '/' signifying that this number of bits is transferred at lower frequency (example 12/256 is equivalent to 12 bits each 256 cycles).

#A and #M mean respectively number of additions and multiplications per cycle (per pixel), #I and #O mean number of input bits and output bits per cycle. #MEM means size of the memory in bits.



LEGENDE

Separable two dimensional 8*8 subbands decomposition

Separable two dimensional 8*8
subbands reconstruction

Selection of coding modes and execution

Receives the coding modes and executes the inverse processes

Quantization of the 64 subbands Inverse Quantization of the 64 subbands

Frame memory

Motion compensation process in the image domain

Motion estimation process in the image domain

Variable length encoder

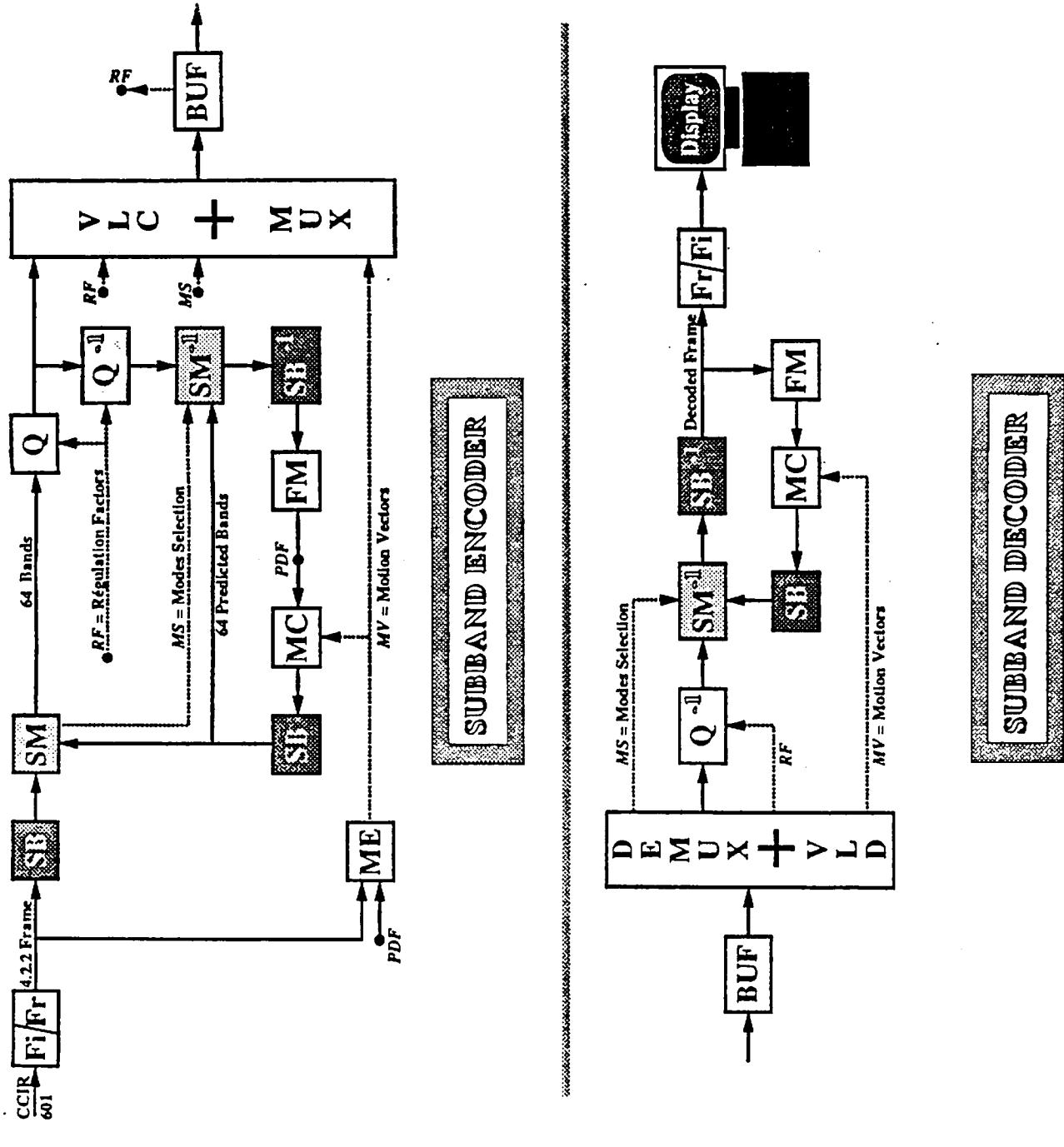
Variable length decoder

DRAFT ACCORD FOR
bit-rate regulation

Extract fields and blocks

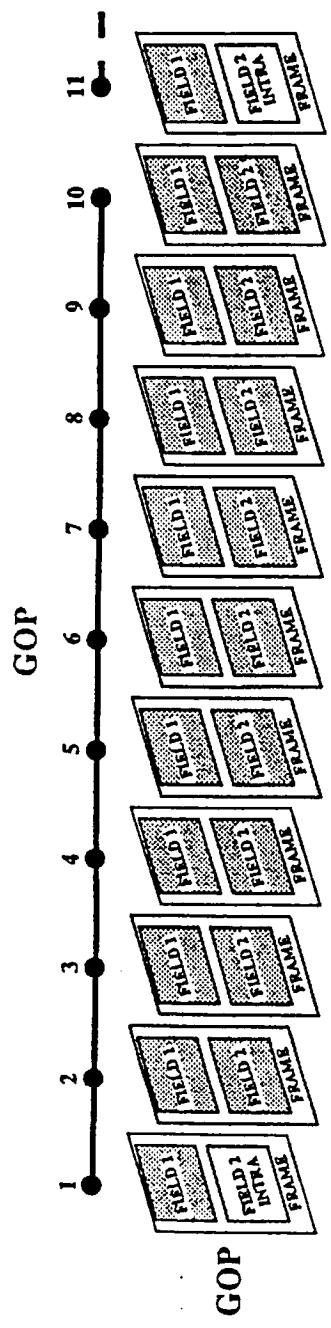
SUBBAND DECODER

Previously decoded Frame



LEGEND

- SM**: Separable two dimensional 8*8 subbands decomposition
- SBR**: Separable two dimensional 8*8 subbands reconstruction
- SM⁻¹**: Selection of coding modes and execution
- Q**: Receives the coding modes and executes the inverse processes
- Q⁻¹**: Quantization of the 64 subbands
- ME**: Inverse Quantization of the 64 subbands
- MC**: Frame memory
- RF**: Motion compensation process in the image domain
- SM⁻¹**: Motion estimation process in the image domain
- VLD**: Variable length encoder
- BUF**: Buffer needed for bit-rate regulation
- Fi/Fr**: Fields to frame and lines to blocks conversion
- Fr/Fi**: Frame to fields and blocks to lines conversion
- PDF**: Previously decoded Frame



GROUP OF FIELDS AND FRAMES

10 frames periodicity for intra-refresh,
just field2 of frames 1,11,21...
are intra coded.

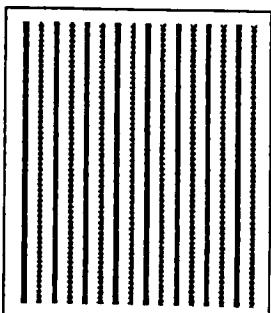
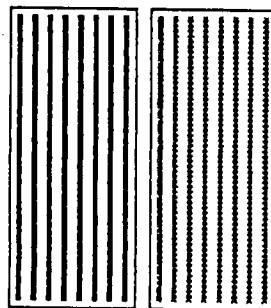
FRAME

A frame is divided into 36 stripes of 16
lines each. (case of 4:2:2 pictures)

STRIPE

A stripe is a 16 lines part of a frame,
and contains 45 macro-blocks.

MB_f1
MB_f2



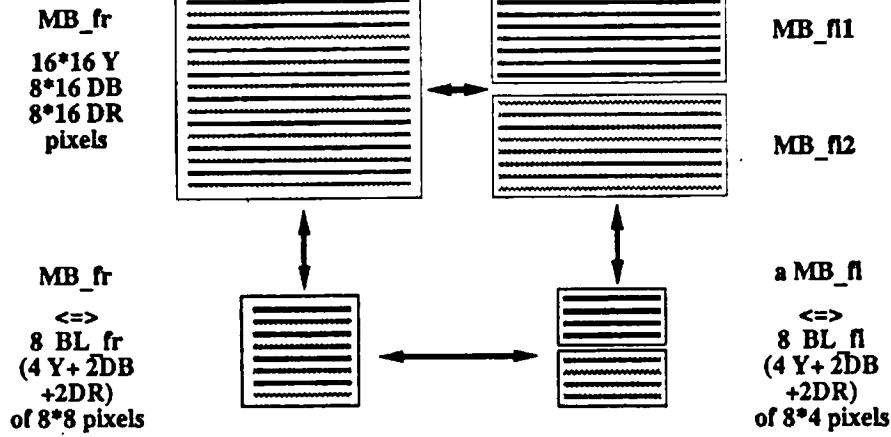
MB_fr

MACRO_BLOCK

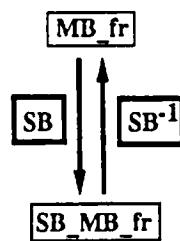
A macro-block (MB_fr) is a 16x16 frame-based window, created by the interlacing of two 16x8 fields based macro-blocks (MB_f1).
A MB_fr contains then 16x16 Luminance pixels, and two 16x8 Chrominance pixels.
A MB_f1 contains 16x8 Luminance pixels, and two 8x8 Chrominance pixels.

IMAGE DOMAIN

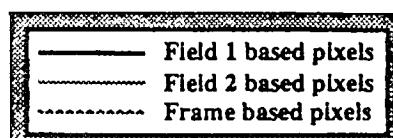
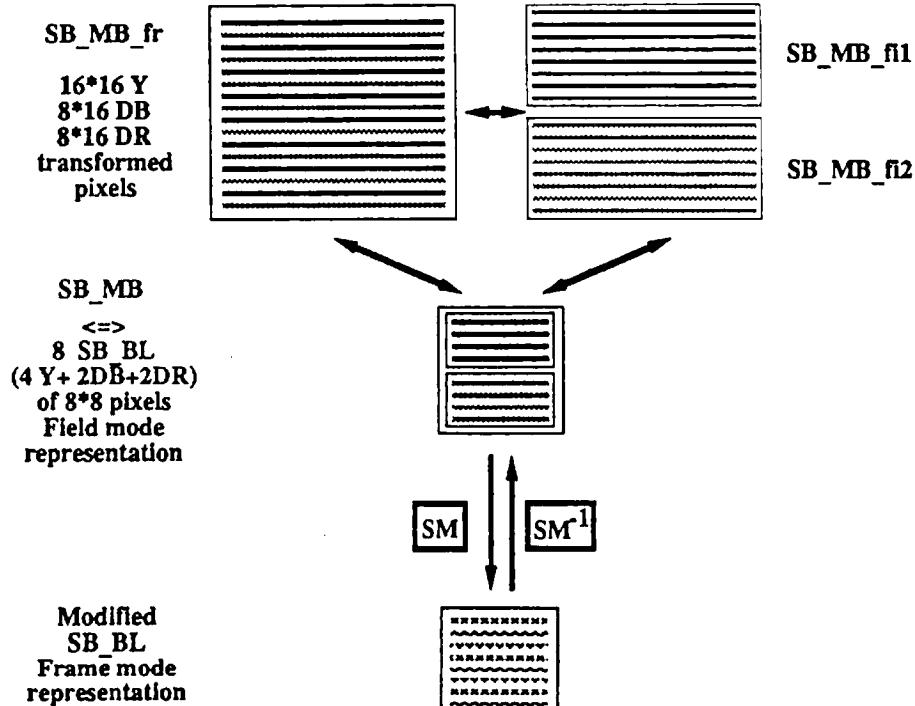
FRAME BASED LAYERS FIELD BASED LAYERS

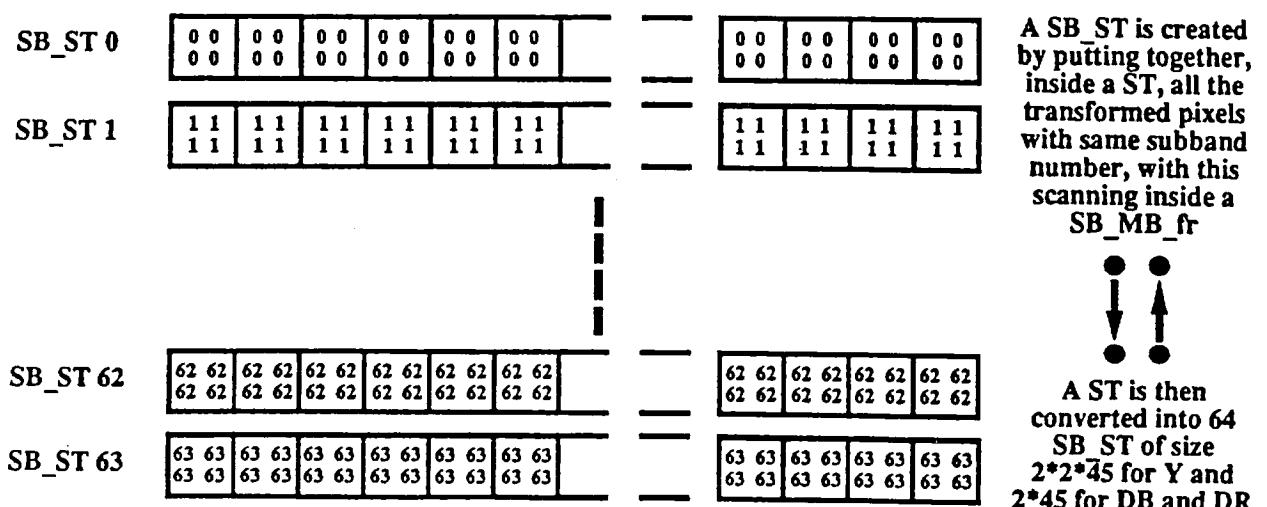
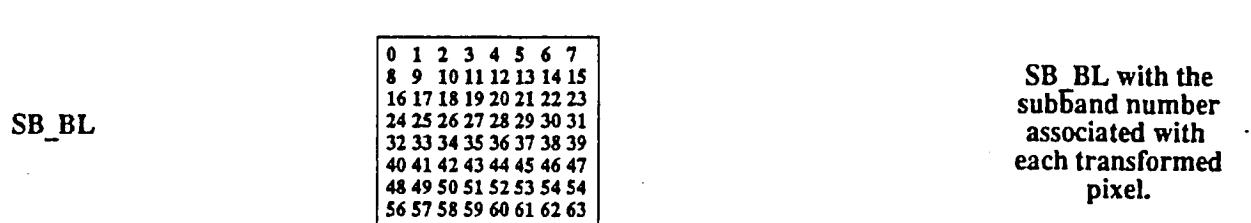
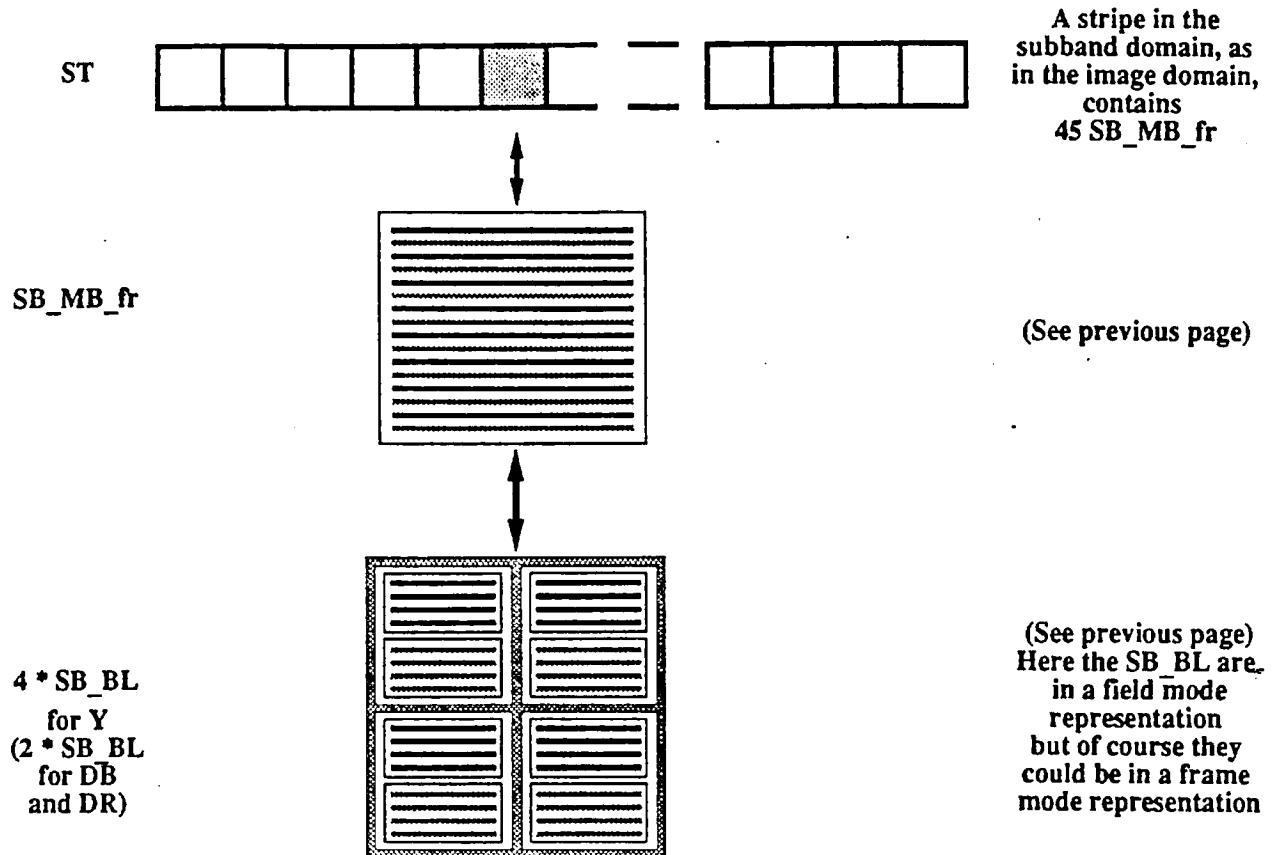


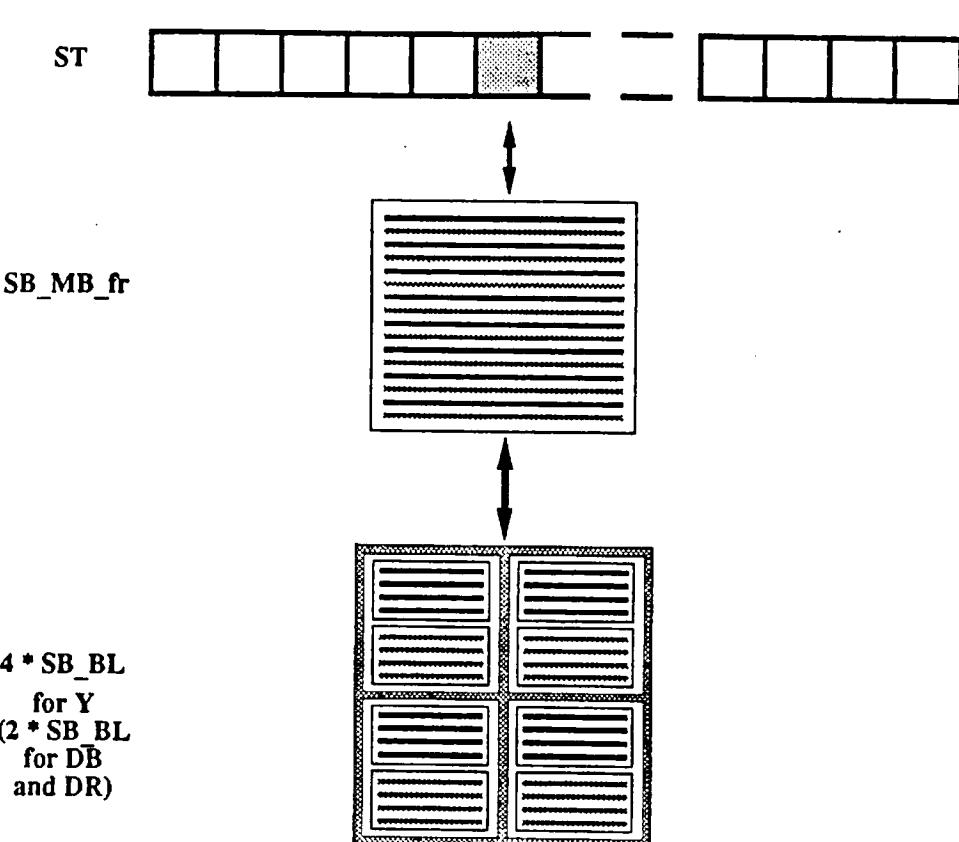
A MB_fr is converted in a SB_MB_fr by the subband transform, which internally works on a BL_fr basis



SUBBAND DOMAIN







A stripe in the subband domain, as in the image domain, contains 45 SB_MB_fr

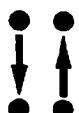
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16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63

SB_BL

SB_BL with the subband number associated with each transformed pixel.

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A SB_ST is created by putting together, inside a ST, all the transformed pixels with same subband number, with this scanning inside a SB_MB_fr



A ST is then converted into 64 SB_ST of size 2*2*45 for Y and 2*45 for DB and DR

Furthermore this fast algorithm needs 3 lines of internal memory, this is in the worst assumptions a $3 \times 720 \times 16 = 34560$ bits memory. (At first approximation these 3 lines are the overcost of this subband chip compared to a DCT chip)
 Furthermore some extra memories are needed, like in a DCT chip to perform for example the transposition process ($8 \times 8 \times 16 = 1024$ bits).

The computational cost is the same for **SB** and **SB⁻¹**, and in fact as for DCT, the same chip can perform both operations.

The inputs of the subband box is **MB_fr** based, the output is **SB_MB_fr** based (internally **BL_fr** (8*8 pixels) are converted into **SB_BL** (8*8 transformed pixels))

A frame **FR** is scanned in horizontal stripes **ST** of 45 **MB_fr**. Similarly in the subband domain a stripe **ST** contains 45 **SB_MB_fr**.

The chrominance signals are also split in 8*8 subbands by the same filter bank.

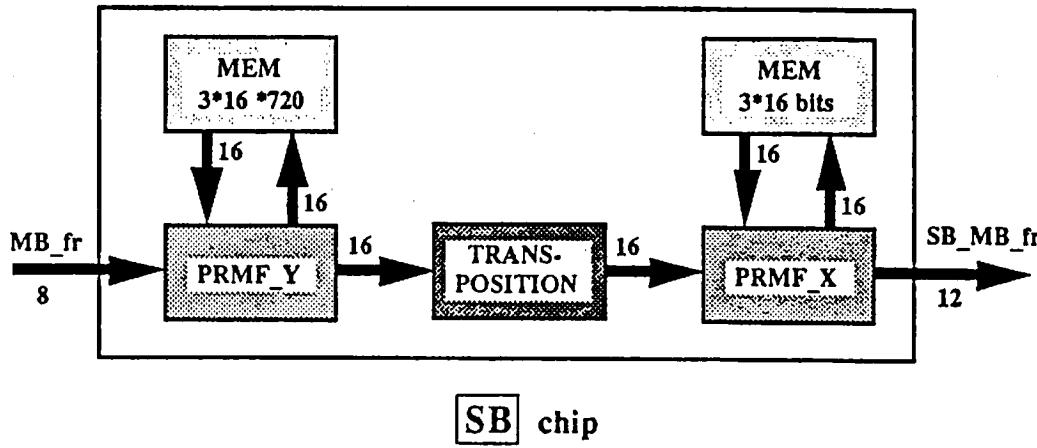
SB or **SB⁻¹**

#A = 7.5, 16bits wide

#M = 2.5, 16bits wide, fixed coefficients

#MEM = 36,000

#I = 8 and #O = 12 for the bandwidth of the chip for coefficients



Selection of Modes: **SM** and **SM⁻¹**

In fact this box has to be split in 2 parts: The decision part, and the action part.
The decision part is just needed at the encoder side and for luminance signal only.

The decision part: (just for the encoder and luminance signal)

Inputs: 2 paths on 12 bits each, one giving an original **SB_MB_fr**, the other one giving the predicted **SB_MB_fr** coming from the prediction loop.

For a SB_MB_fr, 4 energies are calculated (energies on a SB_MB_hi base, see "VARIOUS LAYERS"), leading to 2 decisions coded then on 2 bits for a whole SB_M fr with a total cost of $\#A = 2*2*16*8$, and also $\#M = 2*2*16*8$ if L^2 norm is chosen, no multiplication if L^1 norm is preferred.
An internal storage of 2 times 16*16 pixels on 12 bits is also needed
 $\#MEM=2*12*16*16=6144$ bits.

[SM] decision part (just at encoder side and for luminance signal)

#A = 2

#M = 2

#MEM = 6000

#I = 12*2 #O=12 for the bandwidth of coefficients

The action part: needed at encoder and decoder side for both luminance and chrominance signals: same complexity in **[SM]** and **[SM⁻¹]**

This part performs the appropriate action on the received SB_MB_fr, knowing the predicted SB_MB_fr and the decision taken in the decision part. According to the decision taken, the predicted SB_MB_hi are subtracted (or added) or not from the original SB_MB_hi, and a field to frame subband representation conversion is performed if needed. (This field/frame commutation is rather close to two 8*4 DCT on BL_hi basis commuted with one 8*8 DCT on a BL_fr basis, except that here the commutation is performed in the subband domain, with a different technique). This local field/frame conversion is possible with a subband PRMF bank, but seems not to be possible with any other subband technique.

NOTE: The SB_MB_hi2 for frame 1 in a GOP are forced to be INTRA coded.

SB_MB_hi1	SB_MB_hi2	MODE
INTER	INTER	FRAME
INTRA	INTER	FIELD
INTER	INTRA	FIELD
INTRA	INTRA	FRAME

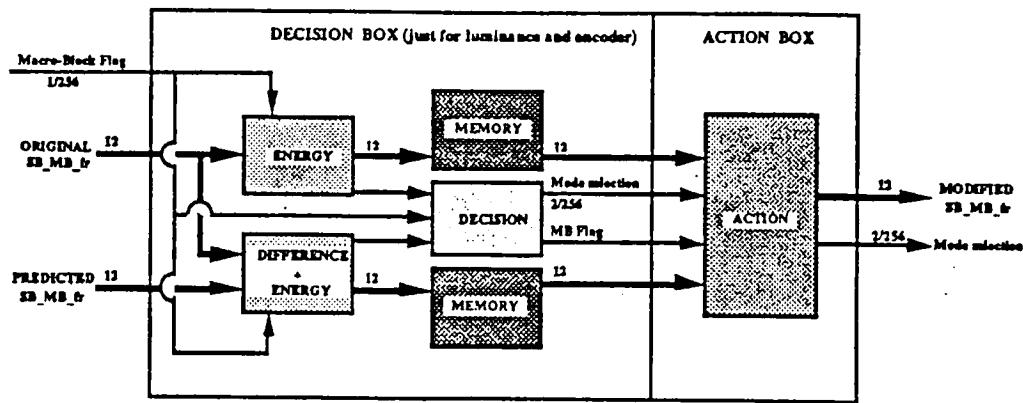
The global cost is $\#A = 2$, no multiplication. No memory is needed if the SB_MB_fr is scanned in a good manner.

[SM] or [SM⁻¹] decision part

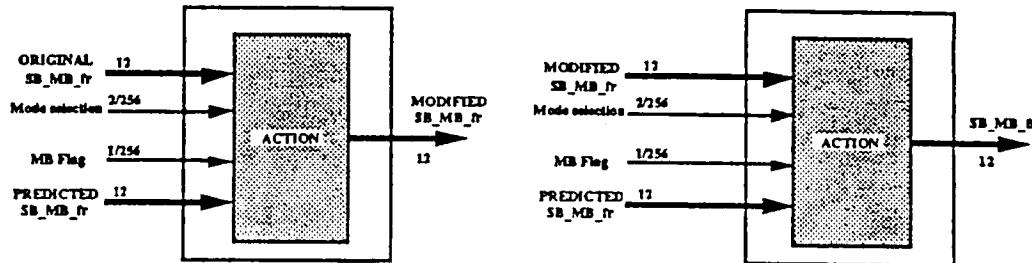
#A = 2

#I = 12*2 for the input coefficients bandwidth

#O = 12



SM for Luminance



SM for Chrominance signals

SM-1

Subband weighting and quantization: \boxed{Q} and $\boxed{Q^{-1}}$

Block \boxed{Q}

After splitting each subband pixel (transformed coefficients) is multiplied by a weighting factor which depends on its frequency location (its location in a SB_BL of 8*8 pixels) and on the buffer regulation factor. This weighting factor is the same along a whole stripe for a subband (pixels with same location in a SB_BL). After that each subband is linearly quantized. The quantizer is the same for all subbands.

Without going into details we have: $W(sb)$ = weighting factor for subband sb, $F(sb)$ = frequency location factor of subband sb, RF = regulation factor, $sb=0,63$

$$\begin{aligned}
 P(sb) &= \text{Min}[F(sb)-48, RF] + RF \\
 P(sb) &= \text{Max}[0, P(sb)] \\
 P(sb) &= \text{Min}[175, P(sb)] \\
 W(sb) &= 2^{**} \left[\frac{-P(sb)}{16} \right]
 \end{aligned}$$

if $P(sb)$ is to be calculated, $W(sb)$ can be calculated by means of binary shift by $P(sb)/16$ bits of $WM(i) = 2^{**[\frac{i}{16}]}$, $i = \text{mod}(P(sb), 16)$. These $W M$ coefficients can be stored permanently and they need (accuracy is to be verified) $16*15 = 240$ bits.
Nevertheless $P(sb)$ ($sb=0,63$) have to be calculated once for a whole frame.
If RF is the incoming regulation factor, internally a set of up to three different RF factors can be needed:

-For frames 2-10 in a GOP

- * RF is used for all SB_MB_fr not coded in (INTRAL, INTRAL) mode
(see Selection of Modes: **[SM]** and **[SM-1]**)
- * RF-8 is used for all SB_MB_fr coded in (INTRAL, INTRAL) mode

-For frame 1 in a GOP

- * RF-8 is used for all SB_MB_fr coded in (INTRAL, INTRAL) mode
- * Otherwise, RF is used for SB_MB_fi2, and the SB_MB_fi1 blocks need the RF factor sent for the previous frame (8bits memory)

Each subband has a $F(sb)$ factor (7 bits max) and that for intra and inter modes. Presently the intra mode is used only for field2 of frame 1 (Intra refresh) in a GOP, then for sb numbers from 32 to 63 in a SB_BL of frame 1. For all others fields the inter mode is used.

These tables can be found in Annexe 1. They show a vertical symmetry, because they are presently field based: The upper 8*4 coefficients represent a 8*4 subband block field1 based with the DC subband at upper left. The lower 8*4 coefficients represent a 8*4 subband block field2 based with the DC subband at lower left. When Frame mode is chosen, SB_BL (containing a 8*4 field1 and a 8*4 field2 subband block) are converted into a SB_BL of 8*8 coefficients frame based. The same 8*8 tables are taken with DC at upper left. (See Various layers part of this paper).

These tables can be externally loaded and cost #MEM = $2*7*8*4 = 448$ bits.

For the Quantization process, if $c(sb)$ is a subband pixel, $q(sb)$ the quantized subband pixel and Param a fixed parameter (=2) the formula is as follow :

```
c(sb)=c(sb)*W(sb)      ! multiplication by the weighting factor.  
If (c(sb) .GE. 0) then  
  q(sb)=int(c(sb)+Param)  
else  
  q(sb)=int(c(sb)-Param)  
endif
```

The multiplication by the weighting factor costs just 1 multiplication per pixel. The quantization process cost is then a bit test, an addition, and a truncation . Total cost ($P(sb)$ counted for 1 add., $W(sb)$ calculation neglected).

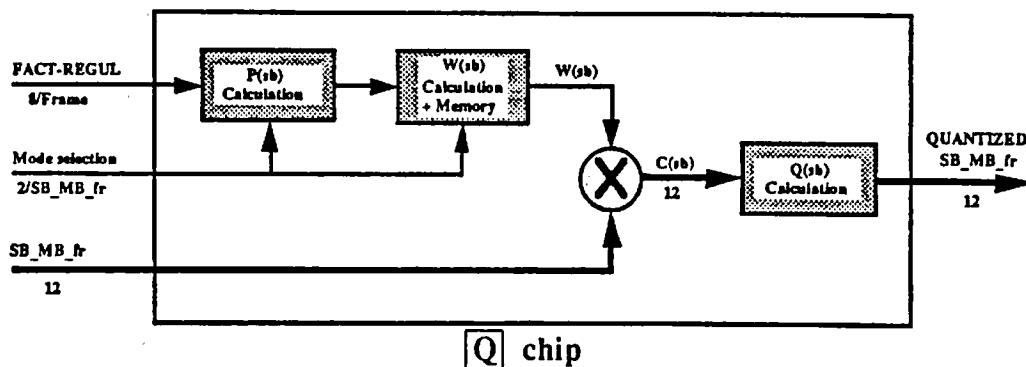
[Q] chip

#A = 2

#M = 1

#I = #O = 12 bits for coefficients

#MEM = 700



Block **[Q-1]**

Formula:

$$P(sb) = \text{Min}[F(sb)-48, RF] + RF \quad ! \text{ see } [Q] \text{ cost for } F(sb)$$

$$P(sb) = \text{Max}[0, P(sb)]$$

$$P(sb) = \text{Min}[175, P(sb)] \quad ! \text{ calculated for a whole Stripe}$$

$$W(sb) = 2^{***} \left[\frac{P(sb)}{16} \right] \quad ! \text{ see } [Q] \text{ cost for } W(sb)$$

For RF the same remarks as in **[Q]** are of course valid. (internal modification of RF according to the mode selection of the traited SB_MB_fr)

To reconstruct c(sb):

```

If (q(sb) .EQ. 0) then
  c(sb)=0
else if (q(sb) .GT. 0) then
  c(sb)=nint ( ( q(sb)+pq2(sb) ) * W(sb) )
else
  c(sb)=nint ( ( q(sb)-pq2(sb) ) * W(sb) )
endif
  
```

pq2(sb) are values between 0.0 and 0.5 , defined for each subband nevertheless a fixed value for all subbands should be possible, and will be experimented. **Pq2** tables cost $6*8*4=192$ bits. (because of the vertical symmetry, and the use of same tables for INTRA and INTER fields). Double cost for DB+DR.

Q-1 chip

#A = 2

#M = 1

#I = #O = 12 bits for coefficients

#MEM = 900

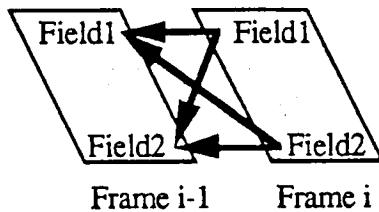
Motion estimation: **ME**

Motion vectors are calculated between original and previously decoded frames.
This box is not needed for Chrominance signals and for decoder.

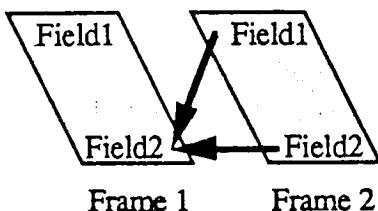
Blocks are **MB_fi** based (16*8 field based window). Then two blocks for a **MB_fr**.

Search area is -16:+15 horizontally and -8:+7 vertically (in a field).

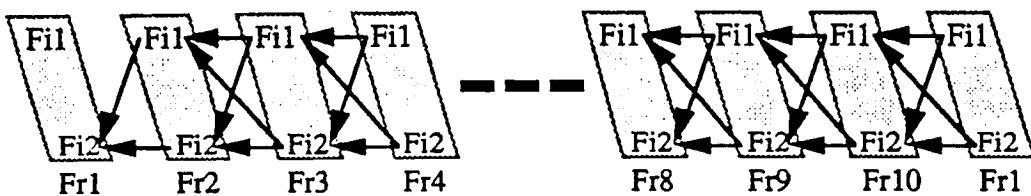
Double prediction strategy: Each **MB_fi** can be predicted by using either the field of same parity in the previous frame or the other field.



When field 2 is intra coded (frame 1 in a GOP), the next frame is predicted by using just field2 as possible predictor, avoiding then error propagation.



For a GOP the various searches are then:



(To save power consumption it is possible to inhibit the prediction of field2 for frame 1 in a GOP).

Full search block-matching at pel accuracy and then local half-pel accuracy search, bilinear interpolation.

This double prediction strategy cost the same numbers of operations than one block matching technique with frame based blocks of 16×16 and a search window of -16:15 * -16:15.

An implementation in .8 micron technology with a systolic architecture like in the Thomson chip ST13220 is possible with two identical chips in parallel.

They both receive the reference MB_fr, but one receives the odd lines of the search window (then from field 1, MB_fi1 only) and the other one the even lines (then from field 2, MB_fi2 only).

They both give at the output the minimal distortions and the corresponding vectors for the two MB_fi in the reference MB_fr.

An outside comparison between the distortions has to be done to select finally which prediction is kept for each MB_fi.

For each chip: Number of transistors = 725000

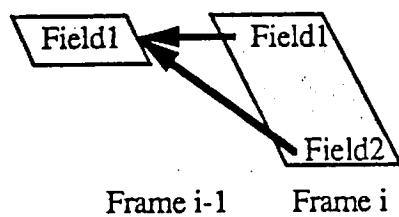
Area = 115 mm²

Package = 80 pins ceramic

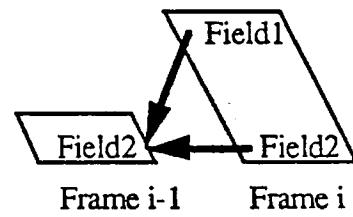
#I = 3 paths on 8 bits, one for the reference block, the 2 others for the search window

Internal Frequency = 27 MHz

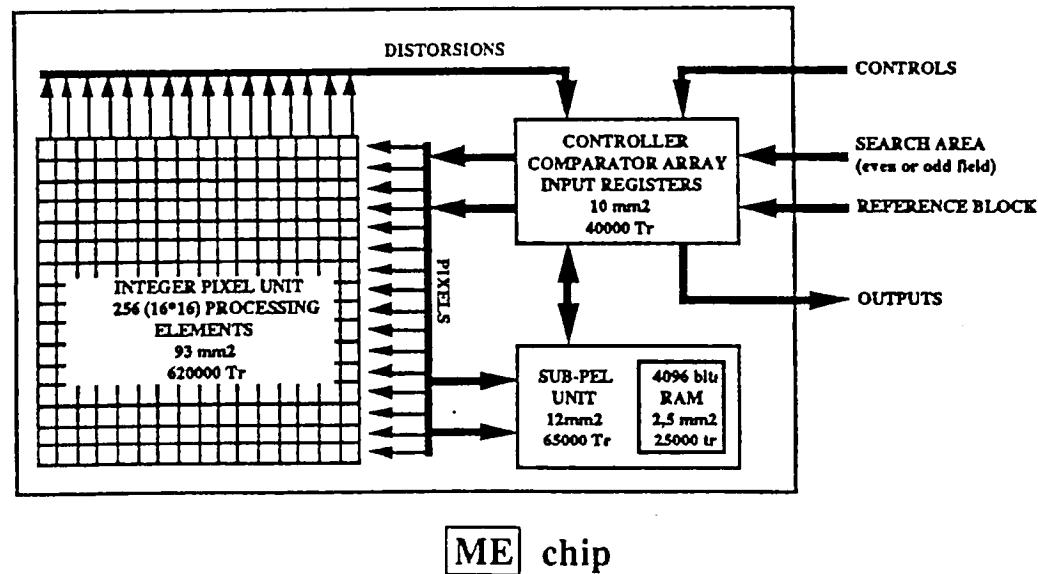
(Values kindly given by Mr R. PACALET from ENST-FRANCE, fax=33.1.45.80.40.36)



First ME chip



Second ME chip



Motion compensation: **MC**

Classical block in a hybrid DCT coding scheme.
Prediction of a 16*8 block in a field with a 16*8 block taken in the previous decoded frame by applying a displacement vector given by the motion estimation process.

Frame memory: **FM**

The decoded frame after **SB⁻¹** is stored in a frame memory, to be afterwards used for **MC**.

#I = #O = 8 bits for coefficients

#MEM ≈ 3,318,000 (=720*576*8)

Variable length coding and decoding: **VLC** and **VLD**

Each stripe in the subband domain (2*2*64*45) is composed in fact of 64 subband stripes **SB_ST** (a stripe inside a subband) of size 2*2*45 (see **Various layers**).

To go from a **ST** representation into a **SB_ST** representation (or inverse conversion for decoder), a block to line conversion is needed, which cost 2*2*64*45*12bits of memory. At the same time a counter works to calculate in each **SB_ST** the number of non-zero pixels. **#MEM ≈ 138,200**

The **VLC** strategy used here is clearly related to the approach chosen in [1,2] where HDTV/TV compatibility were explored. Nevertheless, as compatibility is not claimed here, this strategy could be simplified and use for example the same **VLC** blocks oriented (8*8), like in most **DCT** based codec, and take for example **MPEG1 VLC** tables... Thereafter will be explained, nevertheless, the **VLC** and **VLD** used in our simulations, even if this part could be greatly simplified, especially in term of memory (divided by 180 if **VLC** block oriented).

VLC block: Just for the encoder

The **SB_ST** are **VLC** encoded. One word to specify the number of non-zero pixels (**nb_nz**) in a **SB_ST** followed by the relative addresses and the values of non-zero coefficients (**nb_nz** pairs). Addresses and values are coded using **ACVLC** techniques (arithmetically computed **VLC**, a **VLC** technique created by **Thomson LER**).

A **ACVLC** table is fully described by means of 8 words of 4 bits.
example: 321111B describes a full **VLC** table.

Each subband has different **ACVLC** tables for addresses and non-zero coefficients and also for intra and inter and they can be down-loaded to optimize the coding efficiency at different bit-rates. The intra tables are just used for the intra

refresh fields (field 2 frame 1 in a GOP => sb 32 to 63 in a SB BL, then ACVLC tables for sb=0,31 are not useful in that presented scheme, and consequently they are not counted). Cost in memory: #MEM = $32*32*1 + 32*64*1$. **#MEM = 3072 bits**

ACVLC principle. (extract from CMTT/321-E document)

$l_1 l_2 l_3 l_4 l_5 l_6 l_7 l_8$ describes a VLC in that way:

A VLC word includes k groups of bits, which lengths are l_1, l_2, \dots, l_k . All the bits belonging to the first $k-1$ groups are set to one. The last group is the only one that must contain at least one zero.

The arithmetic rules to encode an integer value e are the following ones:

-if $e < S_1 = 2^{l_1} - 1$ then e is coded with l_1 bits

-if $S_1 \leq e < S_1 + 2^{l_2} - 1$ then the codeword is constituted of two informations:

*the prefix made of l_1 bits equal to '1'

*the suffix, which is the $e-S_1$ value, binary coded with l_2 bits

-and more generally if $S_i \leq e < S_{i+1} = S_i + 2^{l_{i+1}} - 1$

*the prefix is filled with $l_1 + l_2 + l_3 + \dots + l_i$ bits equal to '1'

*the suffix, which is the $e-S_i$ value, binary coded with l_{i+1} bits

ex 3211111B ACVLC

the value 0 is coded '000'

the value 2 is coded '010'

the value 6 is coded '110'

the value 7 is coded '111.00'

the value 9 is coded '111.10'

the value 11 is coded '111.11.1.0'

The maximum VLC word length is 32 bits.

The relative addresses of non-zero coefficients are directly coded that way, the non-zero coefficients are previously modified:

1 -> 0

-1 -> 1

2 -> 2

-2 -> 3 ... , in fact, $i \rightarrow 2^i - 1$; $-i \rightarrow 2^i$ ($i \geq 1$)

These now positive values are coded by classical ACVLC techniques.

For luminance signals, the Nb_nz values of four consecutive SB ST inside a ST are put together, and bit '0' is transmitted if all the nb_nz_i , $i=0,3$ are equal to zero ($\Leftrightarrow nb = \sum nb_nz_i = 0$), in the other hand bit '1' is transmitted followed by the sequential VLC coding of the 4 nb_nz_i .

Nb_nz_i VLC coding:

$nb_nz_i = 0$ then bit '0' is transmitted

$nb_nz_i \neq 0$ then bit '1' followed by the binary value on 8 bits = 9 bits

For chrominance signals, nb is the sum of eight nb_nz_i , four consecutive nb_nz_i from DB and four from DR. Bit '0' is transmitted if $nb = 0$, in the

other hand bit '1' is transmitted followed by the sequential VLC coding of the 4 nb_{nz_i} from DB and the 4 nb_{nz_i} from DR.
 Nb_{nz_i} VLC coding:

$nb_{nz_i} = 0$ then bit '0' is transmitted

$nb_{nz_i} \neq 0$ then bit '1' followed by the binary value on 7 bits = 8 bits

Motion vectors are encoded with a simple VLC. More sophisticated VLC are under study. The MB_fi1 and MB_fi2 can be predicted by using either field1 or field 2 of the previously decoded frame. This is the prediction-choice (pc) equal to 0 or 1, 0 if same parity, 1 either. (see Motion Estimation). Inside a ST, the motion vectors mv(i) ($i=0,44$) relative to MB_fi1 (resp. MB_fi2) are VLC encoded that way:

```

if( (pc(i) .eq. pc(i-1)) .and. (mv(i).eq.mv(i-1) ) then
  '0'                                ! Same motion vector than previous block
else if( (pc(i) .eq. pc(i-1)) .and. (|mv(i)-mv(i-1)| .le. .5) then
  '1'+ '0' + 3bits                  ! Difference with previous vector is (dx,dy)
                                         ! with |dx| ≤ .5 and |dy| ≤ .5
else
  '1'+ '1' + 'pc(i)' +11bits       ! All other cases, pc(i) is just one bit
                                         ! 11 bits to encode mv(i), the scanning is to
                                         ! be decided
endif

```

A simple VLC is also used to encode the two mode decisions for a SB_MB_fr.

SB MB fi1	SB MB fi2	MODE	VLC 1	VLC 2
INTER	INTER	FRAME	'0'	
INTRA	INTER	FIELD	'110'	
INTER	INTRA	FIELD	'111'	'0'
INTRA	INTRA	FRAME	'10'	'1'

VLC 1 is used for pictures 2-10 in a GOP (see "VARIOUS LAYERS"), VLC 2 is used for picture 1 in a GOP, for the simple raison that Field2 is forced to be in INTRA mode to perform the intra-refresh, with 10 frames periodicity.

The Regulation Factor, at present time, is constant over a whole frame, is FLC encoded and costs 8bits.

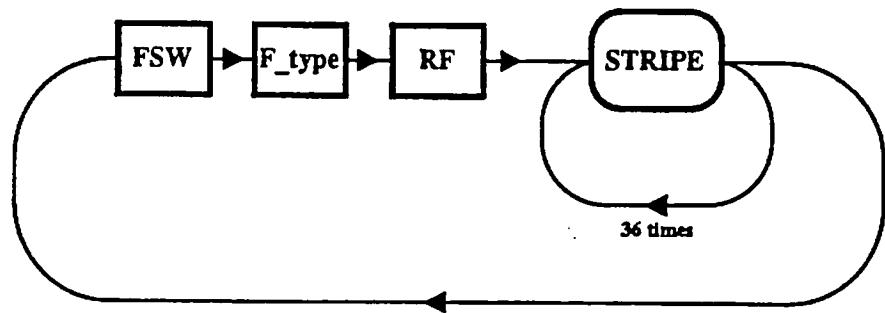
VLD block: just for decoder.

For VLD and the use of the ACVLC $l_1 l_2 l_3 l_4 l_5 l_6 l_7 l_8$:

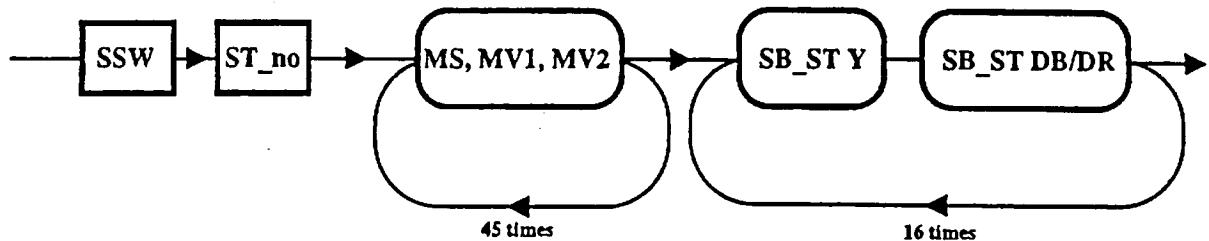
The first '0' found give the value of k (A VLC word includes k groups of bits, which lengths are l_1, l_2, \dots, l_k , all the bits belonging to the first $k-1$ groups are set to one. The last group is the only one that must contain at least one zero). The l_k bits gives the value $e-S_{k-1}$ then e is equal to $S_{k-1} + (e-S_{k-1})$.

MUX box: see next page

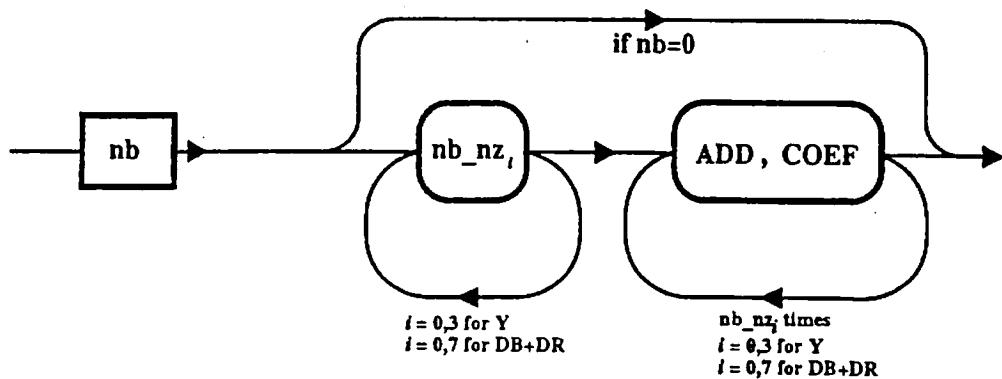
FRAME LAYER



STRIPE LAYER



SB_ST LAYER



Buffer memory capacity: **BUF**

It includes Y+DB+DR

#MEM = 800,000 bits at 4Mbit/s

#MEM = 1,200,000 bits at 9Mbit/s

Buffer regulation:

A regulation strategy is needed to smooth the intra refresh peak bit-rate and to have at the buffer output a constant bit-rate. The goal is obtained by modifying the regulation factor RF used in the subband weighting box.

At present time this regulation factor is constant over a whole frame, but should and could be changed at each stripe.

Global size of picture buffers for Y/DB/DR:

Encoder or decoder:

Just one Fi/Fr or Fr/Fi conversion is needed

$(288+16)*720*8 \approx 1,750,000$ bits for Luminance

$(288+16)*360*8*2 \approx 1,750,000$ bits for DB+DR

THEN GLOBALLY Y+DB+DR = 3.500.000 bits

Just one Frame Memory is needed

$720*576*8 \approx 3,320,000$ bits for Luminance

$360*576*8*2 \approx 3,320,000$ bits for DB+DR

THEN GLOBALLY Y+DB+DR = 6.650.000 bits

Data buffer size

800,000 Bits at 4Mbit/s bit-rate (\Leftrightarrow 200 ms)

1,200,00 Bits at 9Mbit/s bit-rate (\Leftrightarrow 133 ms)

As noted before it is maybe possible at the decoder side to merge into an unique memory the **Fr/Fi** process and the **FM** process, because the video lines needed in **Fr/Fi** are also stored in **FM** (Nevertheless, as I am far from being a hardware specialist, this point is left to the decision of hardware people ...)

HDTV/TV compatibility:

HDTV/TV compatible codec has already been detailed in [1,2] for progressive scannings. Promising results are already obtained for interlaced scannings with the use of a PRMF bank and will be demonstrated, but nevertheless the codec presented here is a non-compatible one.

Coding delay:

The maximum delay between the encoder and decoder is two times one field, plus the data buffering. This delay can be reduced for particular needs by acting on the buffer regulation to artificially reduce the buffer size (ex: an admitted excursion from 0% to 50% for the buffer, reduces the data buffer delay by a factor of 2).

Others:

Fast Forward and **Fast Reverse** are obtained by picking up in each GOP the intra coded field 2 of frame 1.

-
- [1] J. Mau , "HDTV/TV COMPATIBLE CODEC WITH PQMF FILTER BANK", THIRD HDTV WORKSHOP, TORINO 1991
 - [2] J. Mau , "SYSTEME DE CODAGE NUMERIQUE EN SOUS-BANDES MULTISTANDARD ET COMPATIBLE", GRETSI 1991
-



In annexes you will find the tables for :

ACVLC at 4 and 9 Mbits, for non-zero coefficients and addresses, for inter and intra modes.

F(sb) and PQ2(sb) for intra and inter modes.

SNR of the whole frames in a sequence under the numbers 1, 2,.. 10 which are the numbers of the frames in a GOP. Under GOP is the mean SNR for a GOP. SNR are given for Y, DB, DR.

Count of Bits for a frame (Y+DB+DR) in a sequence, and under GOP the total number of bits until the beginning of the sequence.

Several items averaged over a sequence.

Bit-stream files and corresponding bit-rates

Mean SNR for Y, DB, DR over the sequences

ACVLC TABLES FOR NON ZERO COEFFICIENTS AT 4MBIT/S

ACVLC TABLES FOR ADDRESSES OF NON ZERO COEFFICIENTS AT 4mbit/s

ACVLC TABLES FOR NON ZERO COEFFICIENTS AT 9mbit/s

ACVLC TABLES FOR ADDRESSES OF NON ZERO COEFFICIENTS AT 9mbit/s

WEIGHTING TABLES F (SB)

LDM INTRA	
0	1
2	3
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16	17
18	19
20	21
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MOBILE & CALENDAR SHOT/S									
GOP	1	2	3	4	5	6	7	8	9
SNR_X									
27.36	32.36	27.74	27.81	27.33	27.11	26.98	26.71	26.62	26.67
27.71	28.45	27.96	28.02	27.77	27.83	27.56	27.40	27.27	27.28
28.38	29.01	28.38	28.29	28.09	28.35	28.31	28.31	28.36	28.32
28.44	29.69	28.40	28.25	27.88	27.96	28.21	28.44	28.74	29.07
28.08	30.20	28.43	28.52	28.50	28.31	28.09	27.79	27.48	27.27
26.98	28.62	27.68	27.38	26.99	26.84	26.58	26.51	26.49	26.44
27.12	28.28	27.69	27.56	27.30	27.21	26.90	26.79	26.62	26.59
27.32	28.41	27.63	27.68	27.58	27.45	27.20	26.98	26.92	26.89
27.78	28.44	27.97	28.14	27.74	27.94	27.53	27.54	27.53	27.56
28.34	29.18	28.48	28.26	28.62	28.92	28.84	28.63	28.01	27.70
27.39	28.87	27.99	27.86	27.64	27.46	27.12	26.88	26.78	26.49
27.62	28.15	27.76	27.71	27.50	27.58	27.37	27.53	27.50	27.55
29.03	27.76	27.97	27.77	27.68	27.68	27.68	27.68	27.68	27.68
SNR_DB									
33.05	35.30	34.12	33.67	33.25	32.93	32.75	32.55	32.37	32.28
33.06	33.08	33.74	33.53	33.34	33.34	33.26	33.21	32.91	32.59
33.29	33.35	33.78	33.56	33.39	33.34	33.25	33.16	33.09	33.06
33.25	33.54	33.73	33.55	33.30	33.20	33.09	32.97	32.99	33.05
32.93	33.63	33.70	33.47	33.29	33.29	33.20	32.97	32.97	32.97
32.36	32.96	33.32	32.88	32.62	32.41	32.30	32.17	32.17	32.17
32.39	32.67	33.35	33.05	32.74	32.47	32.29	32.09	31.97	31.79
32.48	32.70	33.28	33.03	32.82	32.64	32.42	32.22	32.10	31.98
32.49	32.69	33.29	33.07	32.80	32.60	32.41	32.21	32.10	31.98
32.80	32.86	33.44	33.24	33.17	33.03	32.89	32.69	32.49	32.32
32.39	32.86	33.36	33.07	32.79	32.56	32.28	32.09	31.81	31.58
32.36	32.44	33.02	32.82	32.57	32.39	32.25	32.11	32.08	32.04
32.74	33.21	32.97	32.73	32.73	32.63	32.52	32.39	32.27	32.11
SNR_DR									
35.15	37.37	36.51	35.95	35.44	35.14	34.84	34.50	34.37	34.23
35.08	35.02	36.06	35.77	35.34	35.08	34.87	34.63	34.43	34.42
35.30	35.33	36.03	35.79	35.52	35.38	35.23	35.07	34.95	34.86
35.20	35.66	35.91	35.63	35.34	35.34	35.13	34.98	34.86	34.91
34.88	35.34	35.60	35.32	35.05	34.80	34.60	34.55	34.35	34.15
34.31	34.79	35.56	35.01	34.70	34.40	34.12	33.87	33.73	33.58
34.32	34.54	35.67	35.10	34.73	34.45	34.16	33.98	33.86	33.76
34.43	34.60	35.62	35.21	34.90	34.59	34.32	34.07	33.96	33.82
34.38	34.53	35.47	35.09	34.74	34.42	34.13	34.04	33.95	33.81
34.69	34.72	35.69	35.31	34.91	34.64	34.34	34.06	33.85	33.70
34.39	34.70	35.65	35.22	34.83	34.56	34.26	34.06	33.87	33.71
34.38	34.41	35.30	34.95	34.66	34.46	34.28	34.03	33.95	33.89
34.74	35.60	35.20	34.88	34.63	34.50	34.28	34.03	33.89	33.76
BITS									
1540962	556334	62594	135744	123087	121404	111427	107608	106010	103452
3143581	553372	87493	128451	112337	126663	113047	128155	120085	112063
47337890	550809	86918	132044	111331	122567	122292	10713	119492	110866
6338501	559381	94701	134840	10495	113124	123447	112981	1151564	112901
7955965	568779	95754	121038	125855	121264	119399	121292	118021	112431
9533998	568791	129154	126451	112393	115555	106971	105571	10181	114371
11143774	570742	105871	124760	117143	121697	115788	120552	108048	112703
12745598	570849	107522	116695	116144	120849	120178	112563	115543	115108
14337068	567847	88890	123084	1123961	123951	117628	112050	112050	112050
1596104	570807	82437	99935	117628	120928	136161	125220	120291	115191
1754922	584444	112701	122613	11167	117437	110957	116387	107407	113413
19148932	563301	108781	123740	107936	119222	122555	106377	112765	115677
589780	95001	122110	115667	114294	1061385	1337223	1258119	1276488	1282293
1540962	556334	62594	135744	123087	121404	111427	107608	106010	103452
3143581	553372	87493	128451	112337	126663	113047	128155	120085	112063
47337890	550809	86918	132044	111331	122567	122292	10713	119492	110866
6338501	559381	94701	134840	10495	113124	123447	112981	1151564	112901
7955965	568779	95754	121038	125855	121264	119399	121292	118021	112431
9533998	568791	129154	126451	112393	115555	106971	105571	10181	114371
11143774	570742	105871	124760	117143	121697	115788	120552	108048	112703
12745598	570849	107522	116695	116144	120849	120178	112563	115543	115108
14337068	567847	88890	123084	1123961	123951	117628	112050	112050	112050
1596104	570807	82437	99935	117628	120928	136161	125220	120291	115191
1754922	584444	112701	122613	11167	117437	110957	116387	107407	113413
19148932	563301	108781	123740	107936	119222	122555	106377	112765	115677
589780	95001	122110	115667	114294	1061385	1337223	1258119	1276488	1282293
1540962	556334	62594	135744	123087	121404	111427	107608	106010	103452
3143581	553372	87493	128451	112337	126663	113047	128155	120085	112063
47337890	550809	86918	132044	111331	122567	122292	10713	119492	110866
6338501	559381	94701	134840	10495	113124	123447	112981	1151564	112901
7955965	568779	95754	121038	125855	121264	119399	121292	118021	112431
9533998	568791	129154	126451	112393	115555	106971	105571	10181	114371
11143774	570742	105871	124760	117143	121697	115788	120552	108048	112703
12745598	570849	107522	116695	116144	120849	120178	112563	115543	115108
14337068	567847	88890	123084	1123961	123951	117628	112050	112050	112050
1596104	570807	82437	99935	117628	120928	136161	125220	120291	115191
1754922	584444	112701	122613	11167	117437	110957	116387	107407	113413
19148932	563301	108781	123740	107936	119222	122555	106377	112765	115677
589780	95001	122110	115667	114294	1061385	1337223	1258119	1276488	1282293

FLOWERGARDEN 9Mbps																	
FLOWERGARDEN 4Mbps								FLOWERGARDEN 9Mbps									
GOP	1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	
	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_Y	SNR_X	SNR_X	SNR_X	SNR_X	SNR_X	SNR_X	
SNR_DB																	
29.37	35.58	29.68	29.77	29.46	29.24	28.92	28.75	28.66	28.53	28.41	34.15	39.96	34.64	34.44	34.40	33.65	
29.98	30.43	29.68	29.81	30.10	30.15	30.12	30.03	30.05	29.93	29.58	34.88	35.20	34.42	34.28	34.77	34.99	
29.73	31.55	30.13	30.12	30.36	29.68	29.50	29.43	29.88	28.61	29.62	34.64	36.85	34.88	34.68	34.17	34.37	
29.84	30.56	29.51	29.54	29.64	29.59	29.52	30.13	30.32	29.89	29.62	34.61	35.32	34.52	34.00	34.51	34.63	
29.24	31.31	29.76	29.90	29.77	29.69	29.39	28.78	28.59	28.01	28.18	33.94	36.59	34.51	34.23	34.20	34.21	
29.20	30.25	30.02	29.84	29.53	29.22	29.17	28.80	28.59	28.48	28.44	34.02	34.95	34.50	34.34	34.31	34.08	
30.59	30.50	29.86	29.85	30.40	30.86	30.31	30.46	30.92	30.45	30.45	34.52	35.22	34.36	34.36	34.27	34.27	
29.93	31.99	30.15	30.54	30.68	30.77	30.47	29.76	28.91	28.71	28.52	34.79	37.46	35.07	34.96	35.22	35.69	
27.71	30.53	30.10	30.01	29.88	29.81	28.76	28.74	28.41	28.00	28.04	33.91	35.32	34.80	34.51	34.63	35.33	
28.54	29.13	28.97	28.78	28.55	28.18	28.17	28.04	28.13	28.04	28.07	33.89	33.96	33.42	33.51	33.13	33.33	
28.61	30.06	29.52	29.43	29.10	28.80	28.29	28.07	28.74	27.80	27.77	33.34	35.01	33.91	33.84	33.06	32.77	
29.20	29.86	29.01	28.97	29.00	29.02	29.11	29.60	29.62	28.92	29.06	33.94	34.63	33.66	33.26	32.83	32.50	
31.17	29.40	29.27	29.24	29.20	29.69	29.51	29.24	29.24	29.60	29.69	35.96	34.42	33.89	33.72	34.34	33.98	
SNR_DR																	
33.70	36.34	34.69	34.16	33.89	33.66	33.34	33.19	33.03	32.93	32.84	36.70	40.51	37.55	36.55	36.29	36.15	
33.97	33.85	34.40	34.30	34.34	34.30	34.34	34.33	34.33	34.31	34.40	37.26	37.20	37.43	37.42	37.32	37.18	
33.83	34.44	34.75	34.41	34.33	33.88	33.70	33.61	33.47	33.19	32.97	36.94	38.24	37.48	37.10	36.97	36.91	
33.75	34.03	34.39	34.00	33.80	33.66	33.72	33.68	33.43	33.21	32.99	36.94	37.48	37.26	36.61	36.63	36.09	
33.44	34.14	34.04	34.09	34.09	33.96	33.97	33.52	33.14	32.94	32.61	36.42	38.06	36.93	36.84	36.77	36.86	
33.41	33.79	34.61	34.05	33.81	33.48	33.48	33.12	33.12	32.88	32.80	37.19	37.19	36.58	36.33	36.19	35.84	
34.24	33.65	34.68	34.59	34.59	34.51	34.32	34.35	34.41	34.10	33.83	37.53	36.97	37.38	37.37	37.66	35.66	
33.87	34.47	34.59	34.65	34.65	34.41	34.00	34.55	34.55	34.30	32.94	36.98	38.54	37.63	37.52	37.52	37.52	
33.53	33.84	34.69	34.17	34.53	33.85	34.32	33.17	33.04	32.88	32.88	36.26	37.55	37.55	36.92	36.92	36.60	
33.25	33.72	34.03	33.91	33.91	33.61	33.61	33.33	33.09	32.98	32.82	35.93	36.94	36.63	36.23	36.08	35.86	
33.37	33.67	34.66	34.08	33.76	33.47	33.17	33.76	33.76	32.95	32.82	36.09	36.90	37.22	36.63	36.42	35.66	
33.60	33.74	34.11	33.86	33.74	33.51	33.58	33.70	33.53	33.17	33.16	36.47	36.85	36.15	35.85	35.48	35.44	
34.09	34.31	33.99	33.99	33.82	33.83	33.83	33.83	33.83	33.82	33.83	37.66	37.66	37.09	36.66	36.85	36.43	
SNR_DR																	
34.72	36.75	35.70	35.04	35.23	35.04	34.76	34.42	34.21	34.08	33.96	33.86	37.01	40.78	38.03	37.29	36.43	
34.93	34.77	35.61	35.44	35.35	35.43	35.71	35.46	35.12	34.80	34.68	34.45	37.20	37.46	37.46	37.36	37.16	
34.97	35.10	35.46	35.46	35.50	35.50	35.46	35.12	34.92	34.80	34.80	37.36	38.32	38.23	37.86	37.74	37.23	
34.95	35.00	35.50	35.50	35.50	35.29	35.35	35.30	35.35	34.94	34.79	34.55	37.28	37.73	37.88	37.30	37.05	
34.85	34.95	35.16	35.30	35.35	35.35	35.35	35.24	35.24	34.40	34.20	34.45	37.30	37.86	37.50	37.50	37.13	
34.69	34.97	35.63	35.24	35.11	34.89	34.67	34.48	34.19	34.20	34.06	33.95	36.95	38.29	37.50	37.10	36.84	
35.23	34.75	35.64	35.65	35.52	35.52	35.52	35.28	35.10	34.76	34.50	35.00	37.82	37.36	38.11	38.05	37.99	
34.93	34.98	35.59	35.61	35.48	35.34	35.34	35.28	35.28	34.98	34.63	34.40	35.27	34.71	34.71	34.71	34.71	
34.73	34.88	35.60	35.26	35.26	35.09	35.09	34.68	34.51	34.29	34.13	33.89	36.77	37.62	38.17	37.55	36.64	
34.58	34.75	35.22	35.11	34.95	34.52	34.39	34.23	34.12	33.96	33.96	36.50	37.32	37.35	37.06	36.82	36.57	
34.60	34.81	35.58	35.21	35.03	34.78	34.48	34.30	34.12	33.95	34.07	34.71	35.88	35.73	35.95	36.26	35.98	
34.69	34.78	35.26	35.12	34.97	34.73	34.72	34.71	34.19	34.19	34.12	36.82	37.28	37.31	36.98	36.77	35.86	
34.46	35.31	35.13	34.91	34.81	34.81	34.81	34.81	34.81	34.81	34.81	37.68	37.54	37.11	36.93	36.97	36.51	
BITS																	
1546042	452091	92029	133043	126569	131061	118630	124204	128994	118652	120069	4	3461052	767565	294553	309971	325616	308475
31568897	531555	94622	104568	113045	127298	127910	122285	126766	128114	116387	4	4	4	4	4	4	4
47320844	532417	98950	113877	134027	122324	102889	113230	1136741	120801	67185	4	4	4	4	4	4	4
6320844	532162	103226	112930	116245	127092	113227	113227	99358	113315	91535	4	4	4	4	4	4	4
7921404	538899	112306	121783	125141	123278	110765	118754	113958	108153	75356	4	4	4	4	4	4	4
550532	14364766	550532	14364766	550532	137509	524313	90113	939134	1119005	116560	83170	4	4	4	4	4	4
553669	524313	90113	93770	113936	114028	114028	114028	114028	114028	114028	114028	4	4	4	4	4	4
527572	111842	121155	110881	110881	110881	110881	110881	110881	110881	110881	110881	4	4	4	4	4	4
549794	19134988	549794	140308	140308	140308	140308	140308	140308	140308	140308	140308	4	4	4	4	4	4
527572	111842	121155	93589	93589	93589	93589	93589	93589	93589	93589	93589	4	4	4	4	4	4
916792	338313	294115	223381	223381	223381	223381	223381	223381	223381	223381	223381	4	4	4	4	4	4

TABLE TENNIS AMOUNT/0

FLOWERGARDEN 9abit/s								
MOBILE & CALENDAR 4bit/s								
TABLE TENNIS 9abit/s								
BITRATES	Bits/Fr	Mbit/s	BITRATES	Bits/Fr	Mbit/s	BITRATES	Bits/Fr	
NB_COEFF_Y	12766	0.191948	NB_COEFF_Y	9022	0.225540	NB_COEFF_Y	16400	0.409996
NB_COEFF_DB	2687	0.067174	NB_COEFF_DB	2667	0.066684	NB_COEFF_DB	6765	0.169118
NB_COEFF_DR	1795	0.044883	NB_COEFF_DR	1507	0.037662	NB_COEFF_DR	4576	0.114399
ADD_Y	63267	1.581687	ADD_Y	58702	1.467557	ADD_Y	156357	3.908932
ADD_DB	5021	0.125536	ADD_DB	6106	0.152639	ADD_DB	16508	0.412659
ADD_DR	4084	0.102110	ADD_DR	3851	0.096380	ADD_DR	11789	0.294122
COEFF_Y	37076	0.246905	COEFF_Y	41889	1.047220	COEFF_Y	102860	2.571199
COEFF_DB	4472	0.111810	COEFF_DB	5018	0.125555	COEFF_DB	12378	0.309446
COEFF_DR	3863	0.095656	COEFF_DR	2913	0.072230	COEFF_DR	10194	0.258860
TOTAL_Y	113110	2.827740	TOTAL_Y	109613	2.740224	TOTAL_Y	275617	6.890255
TOTAL_DB	12181	0.304521	TOTAL_DB	13791	0.344778	TOTAL_DB	35651	0.891263
TOTAL_DR	9742	0.243561	TOTAL_DR	8272	0.209672	TOTAL_DR	26559	0.663381
TOTAL_Y+DB+DR	135033	3.375823	TOTAL_Y+DB+DR	131676	3.291894	TOTAL_Y+DB+DR	337027	8.456791
INTRA/INTER	1620	0.040510	INTRA/INTER	1620	0.040506	INTRA/INTER	1620	0.040505
VECTORS	21759	0.543974	VECTORS	25366	0.633142	VECTORS	18477	0.461926
INITIAL REGUL.	Intra	Inter	INITIAL REGUL.	Intra	Inter	INITIAL REGUL.	Intra	
	124	152		124	152		106	130
AVERAGE REGUL.	Intra	Inter	AVERAGE REGUL.	Intra	Inter	AVERAGE REGUL.	Intra	Inter
	127	152		124	150		107	134
BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)		BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)		BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)	
	11.75	69.62		9.79	64.80		10.21	71.31
TABLE TENNIS 4bit/s								
BITRATES	Bits/Fr	Mbit/s	BITRATES	Bits/Fr	Mbit/s	BITRATES	Bits/Fr	Mbit/s
NB_COEFF_Y	11616	0.290403	NB_COEFF_Y	16517	0.412921	NB_COEFF_Y	14562	0.36058
NB_COEFF_DB	3190	0.079758	NB_COEFF_DB	7322	0.183041	NB_COEFF_DB	8031	0.200771
NB_COEFF_DR	2630	0.065746	NB_COEFF_DR	5685	0.142117	NB_COEFF_DR	6306	0.156755
ADD_Y	58041	1.451020	ADD_Y	146367	3.659168	ADD_Y	106603	2.670085
ADD_DB	5572	0.133299	ADD_DB	18018	0.450453	ADD_DB	25453	0.68579
ADD_DR	5716	0.142906	ADD_DR	14375	0.359382	ADD_DR	21511	0.547771
COEFF_Y	38873	0.971825	COEFF_Y	105533	2.638335	COEFF_Y	86566	2.454145
COEFF_DB	4418	0.104455	COEFF_DB	11208	0.280188	COEFF_DB	72768	0.621712
COEFF_DR	5015	0.123387	COEFF_DR	11052	0.276300	COEFF_DR	25220	0.630497
TOTAL_Y	108530	2.713249	TOTAL_Y	268416	6.710040	TOTAL_Y	207532	5.88288
TOTAL_DB	13180	0.322502	TOTAL_DB	36547	0.913682	TOTAL_DB	61242	1.331062
TOTAL_DR	13362	0.331039	TOTAL_DR	31112	0.777199	TOTAL_DR	53437	1.335922
TOTAL_Y+DB+DR	135072	3.376789	TOTAL_Y+DB+DR	336076	8.401891	TOTAL_Y+DB+DR	322211	8.055273
INTRA/INTER	1645	0.041134	INTRA/INTER	1644	0.040886	INTRA/INTER	1621	0.040530
VECTORS	28098	0.702442	VECTORS	26603	0.665068 <th>VECTORS</th> <td>34078</td> <td>0.851951</td>	VECTORS	34078	0.851951
INITIAL REGUL.	Intra	Inter	INITIAL REGUL.	Intra	Inter	INITIAL REGUL.	Intra	Inter
	124	152		106	130		106	130
AVERAGE REGUL.	Intra	Inter	AVERAGE REGUL.	Intra	Inter	AVERAGE REGUL.	Intra	Inter
	120	139		101	121		100	130
BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)		BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)		BUFFER OCCUPANCY MIN (%) MAX (%)	BUFFER OCCUPANCY MIN (%) MAX (%)	
	3.51	96.44		6.39	90.25		6.75	61.27

```

#####
##### LS -L for bit_stream files after 239 fields and 249 fields #####
#####
#   -r----- 1 mauj      20131124 Oct 12 04:27 fl4_bit_stream_249_fields
#   -r----- 1 mauj      20185854 Oct 12 07:37 mo4_bit_stream_249_fields
#   -r----- 1 mauj      20132436 Oct  8 08:47 tn4_bit_stream_249_fields
#
#   -r----- 1 mauj      19134928 Oct 12 04:27 fl4_bit_stream_239_fields
#   -r----- 1 mauj      19148942 Oct 12 07:37 mo4_bit_stream_239_fields
#   -r----- 1 mauj      19140088 Oct  8 08:47 tn4_bit_stream_239_fields
#
#   -r----- 1 mauj      45134708 Oct 12 11:06 fl9_bit_stream_249_fields
#   -r----- 1 mauj      45305292 Oct 12 23:54 mo9_bit_stream_249_fields
#   -r----- 1 mauj      45329256 Oct 12 15:23 po9_bit_stream_249_fields
#   -r----- 1 mauj      45158784 Oct 12 19:38 tn9_bit_stream_249_fields
#
#   -r----- 1 mauj      43024704 Oct 12 11:06 fl9_bit_stream_239_fields
#   -r----- 1 mauj      43069048 Oct 12 23:54 mo9_bit_stream_239_fields
#   -r----- 1 mauj      43085224 Oct 12 15:23 po9_bit_stream_239_fields
#   -r----- 1 mauj      43053368 Oct 12 19:38 tn9_bit_stream_239_fields
#
#####
#
#   fl4 mean bit-rate after 249 fields: 4.042 Mbit/s
#   mo4 mean bit-rate after 249 fields: 4.053 Mbit/s
#   tn4 mean bit-rate after 249 fields: 4.043 Mbit/s
#
#   fl4 mean bit-rate after 239 fields: 4.003 Mbit/s
#   mo4 mean bit-rate after 239 fields: 4.006 Mbit/s
#   tn4 mean bit-rate after 239 fields: 4.004 Mbit/s
#
#   fl9 mean bit-rate after 249 fields: 9.063 Mbit/s
#   mo9 mean bit-rate after 249 fields: 9.097 Mbit/s
#   po9 mean bit-rate after 249 fields: 9.102 Mbit/s
#   tn9 mean bit-rate after 249 fields: 9.068 Mbit/s
#
#   fl9 mean bit-rate after 239 fields: 9.001 Mbit/s
#   mo9 mean bit-rate after 239 fields: 9.010 Mbit/s
#   po9 mean bit-rate after 239 fields: 9.014 Mbit/s
#   tn9 mean bit-rate after 239 fields: 9.007 Mbit/s
#
#####
#
#   SNR_MEAN          Y           DB          DR
#
#   fl4        29.43       33.66       34.83
#   mo4        27.70       32.73       34.70
#   tn4        31.53       36.99       39.02
#
#   fl9        34.20       36.65       37.04
#   mo9        31.88       35.49       37.49
#   po9        34.33       37.16       37.58
#   tn9        35.29       39.36       41.77
#
#####

```