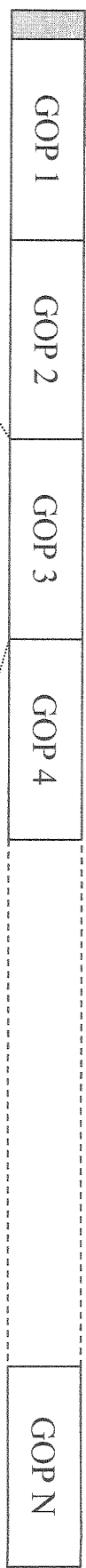


Fig. 10

*GOP* ↘



Intestazione GOP

*Rs* ↘



Intestazione  
livelli spaziali

*Lv* ↓



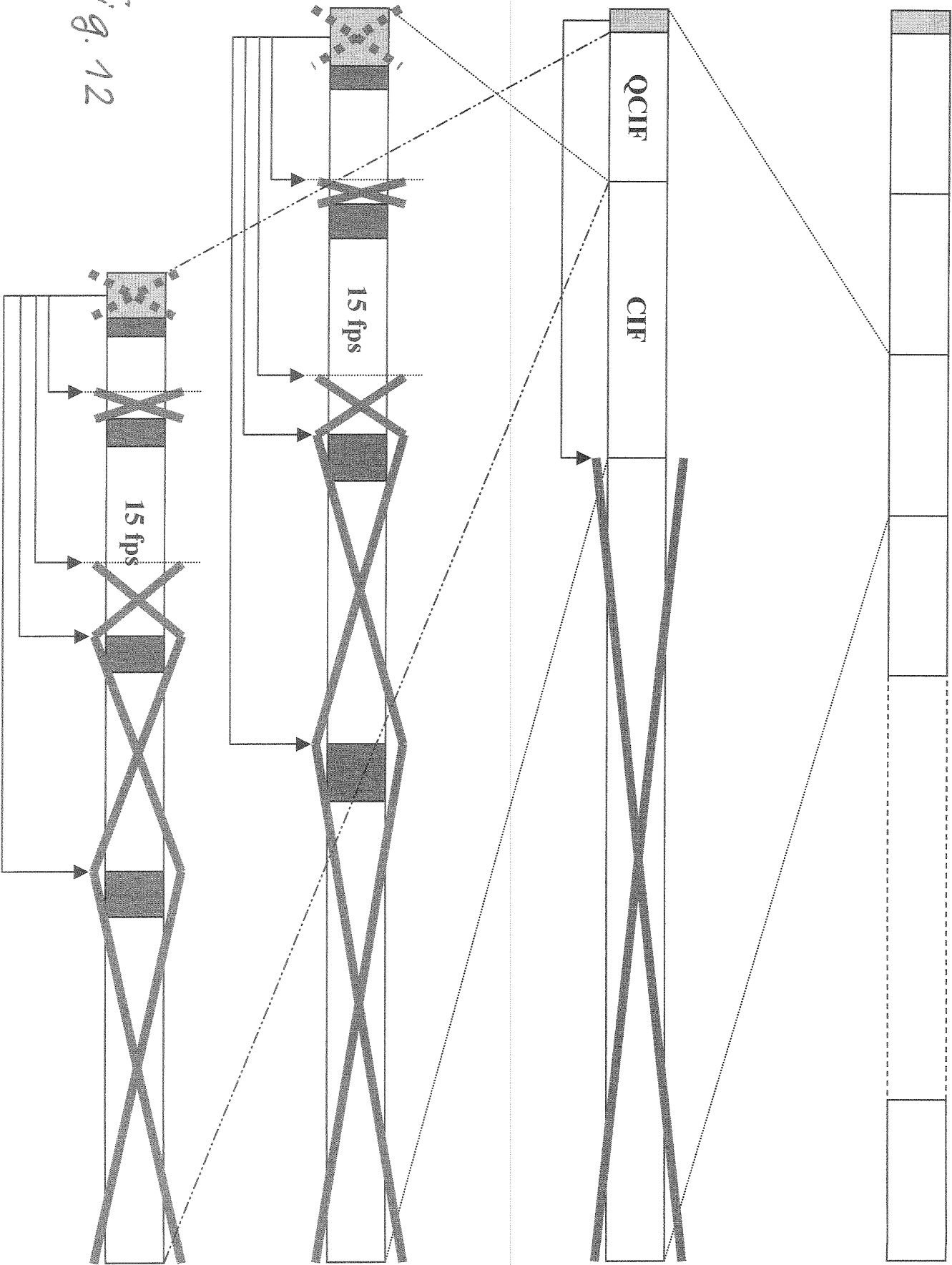
Intestazione  
livelli temporali  
e istruzioni per il  
troncamento su  
bit-budget

*GF<sub>n</sub>* ↘



*Fig. 11*

Fig. 12



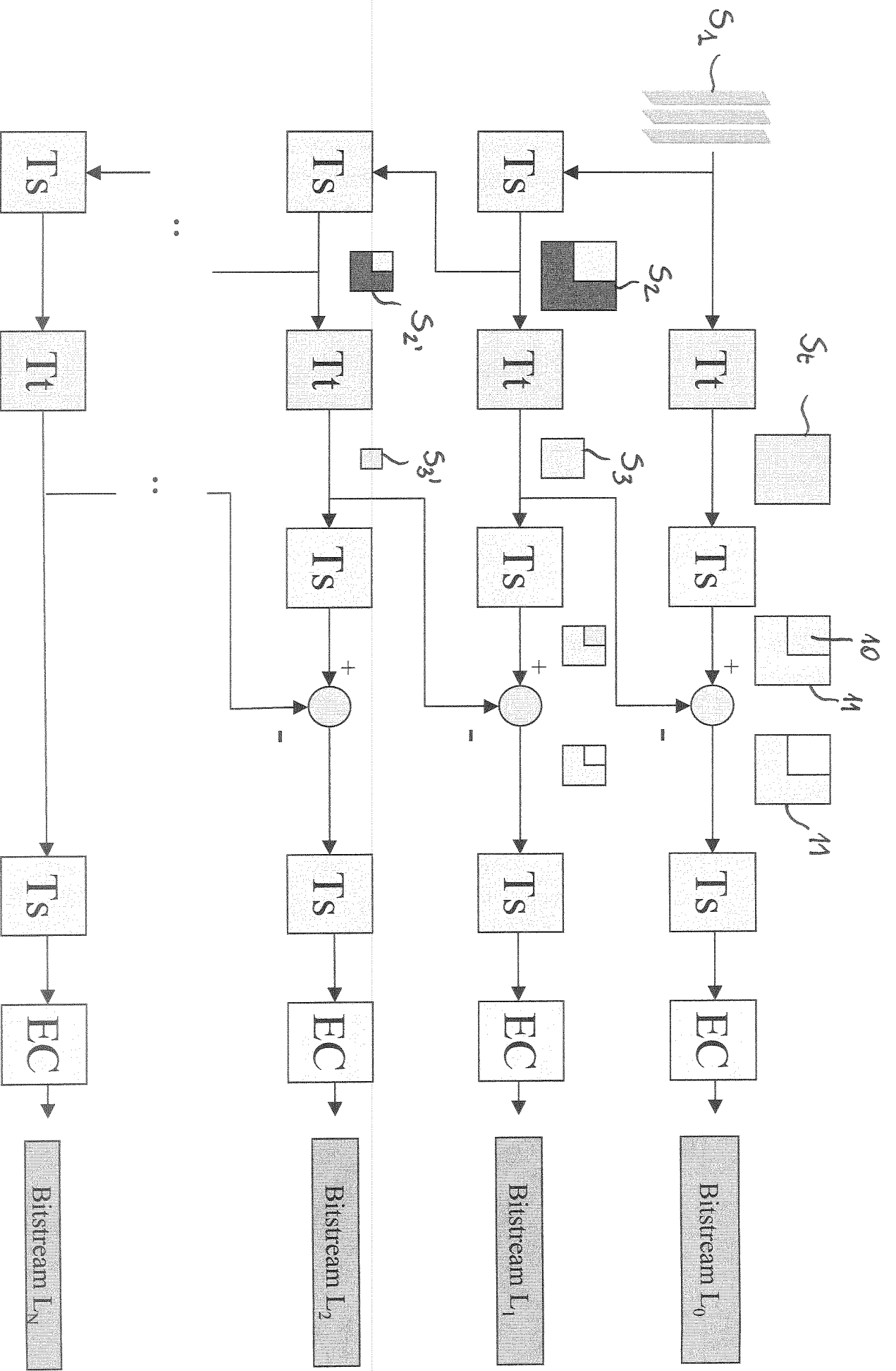


Fig. 1

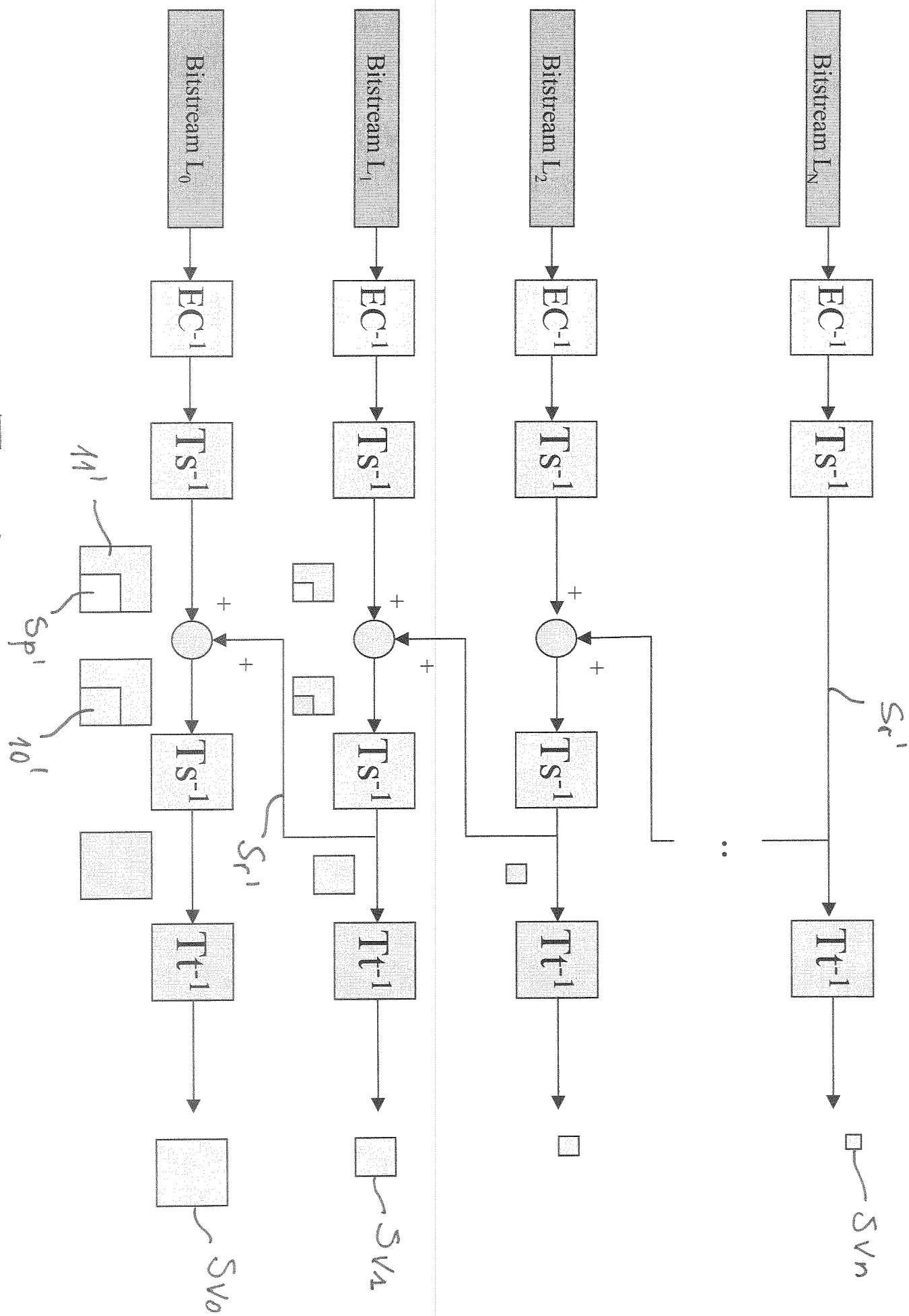
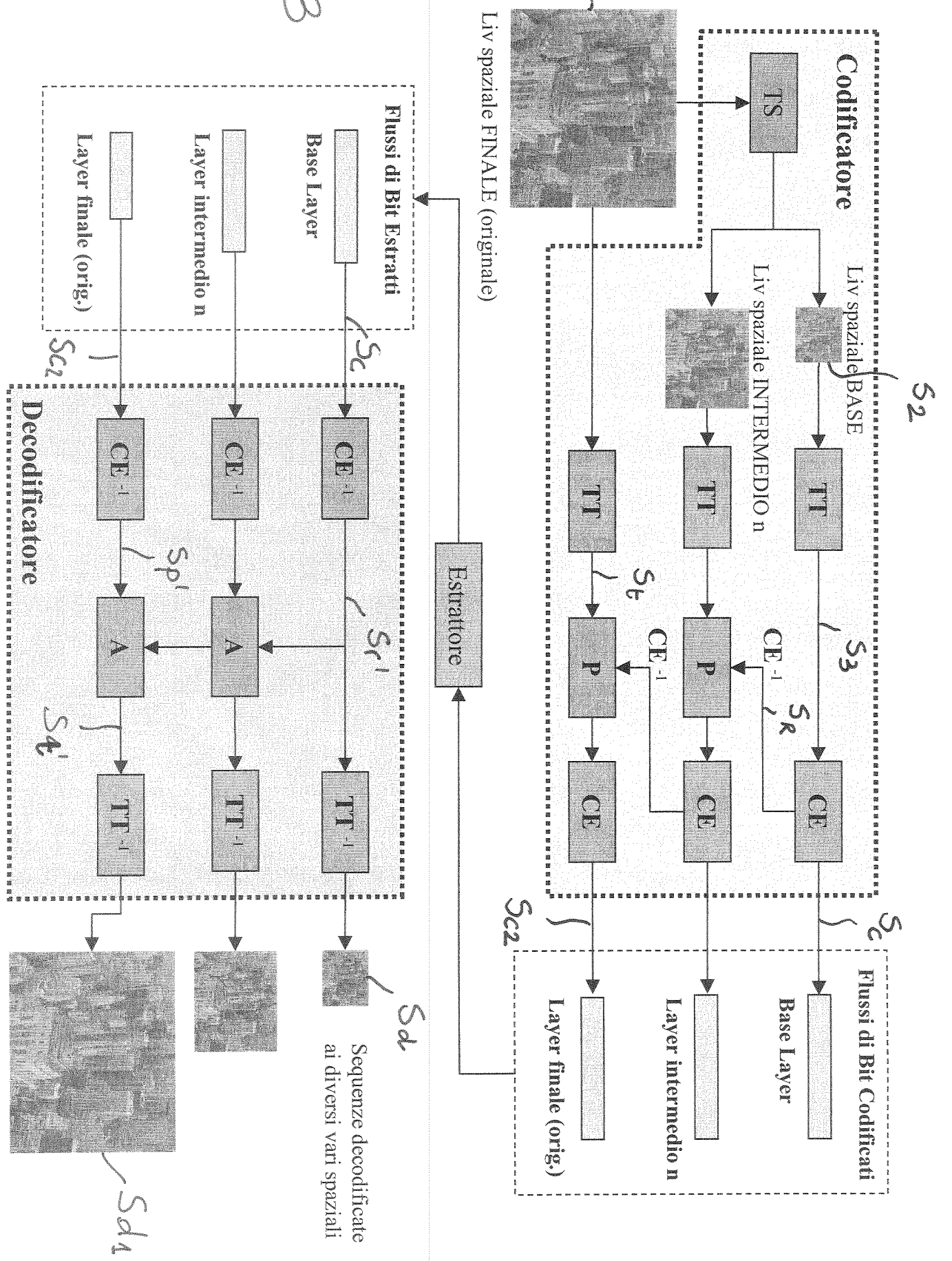


Fig. 2

Fig. 3



TS: trasformata spaziale – TT: trasformata temporale – P: predizione – A: aggiornamento – CE: codifica entropica – <sup>-1</sup>: op. inversa

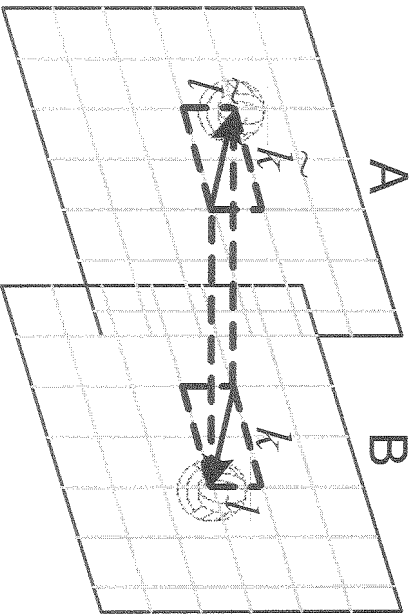


Fig. 5

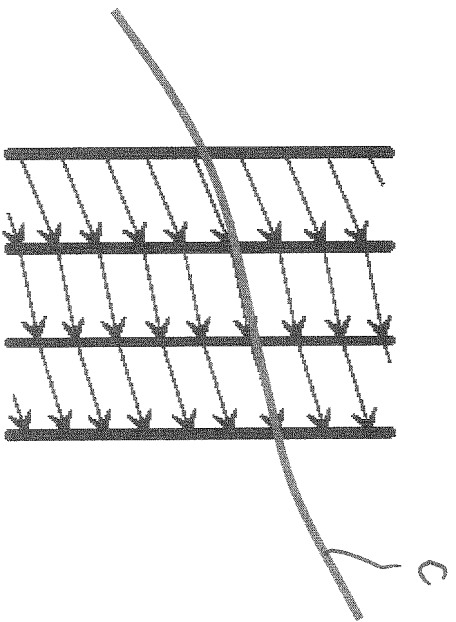


Fig. 6

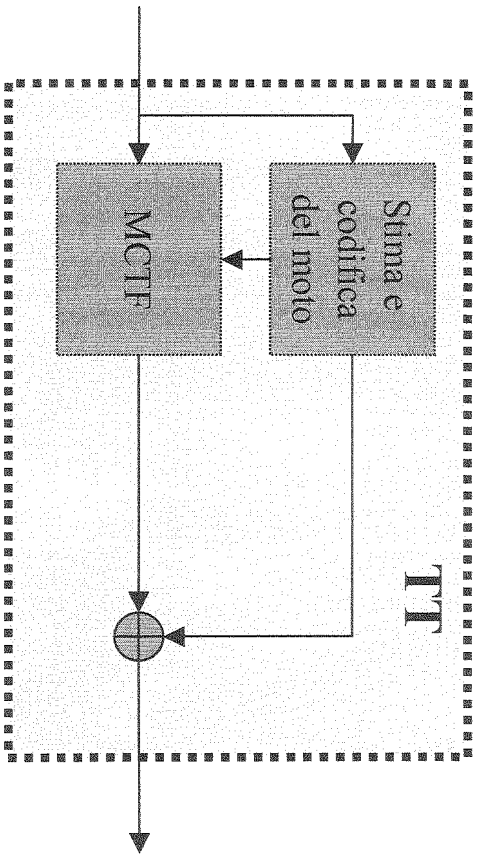


Fig. 4

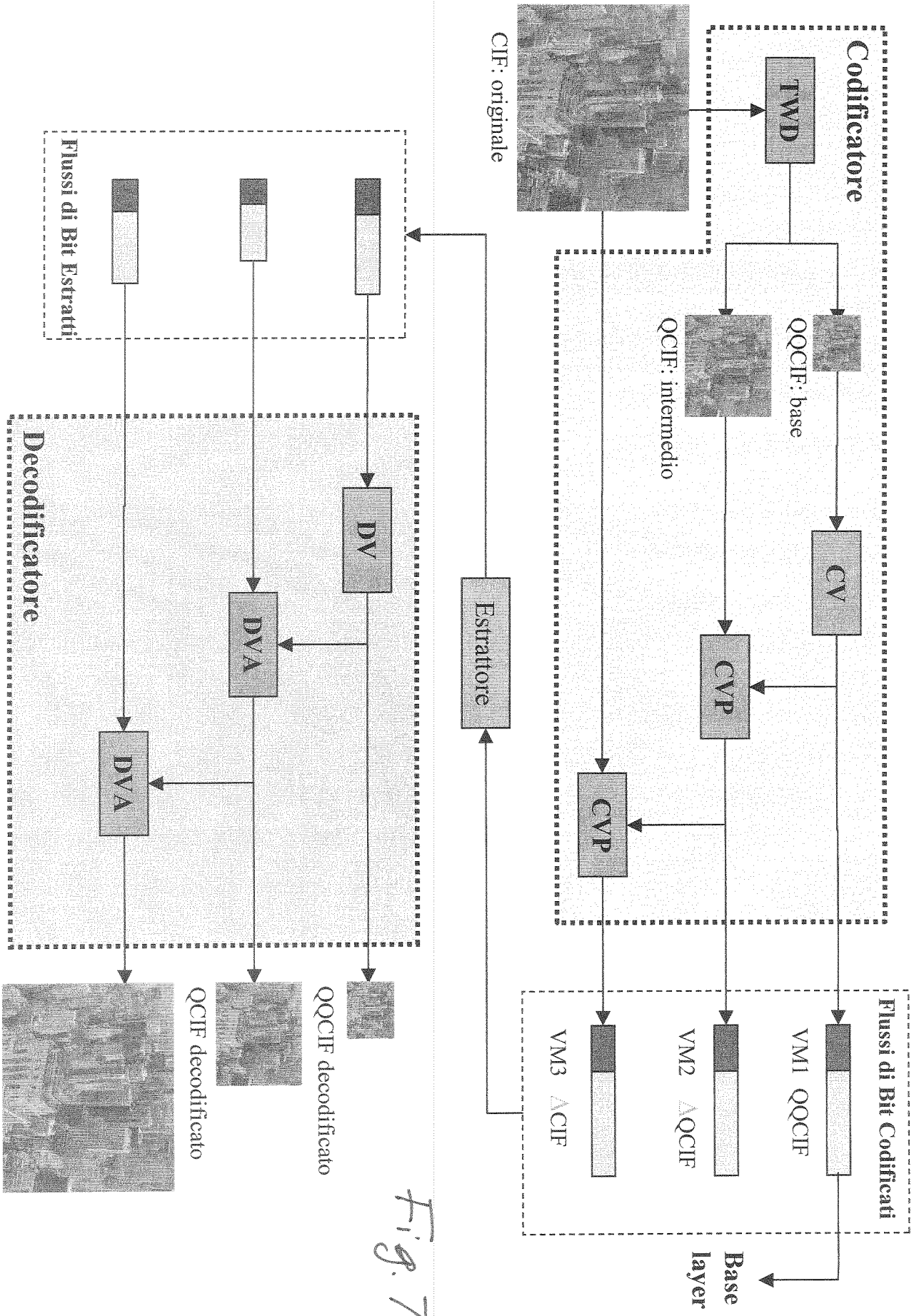


Fig. 7

TWD: trasformata wavelet discreta – VM: vettori di moto – CV(P): codificatore video (predittivo) – DV(A): decodificatore video (aggiornato)



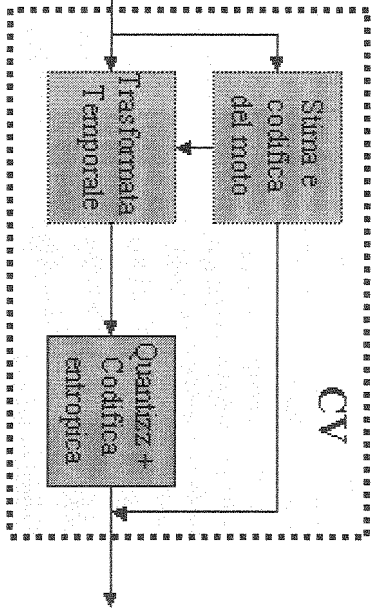
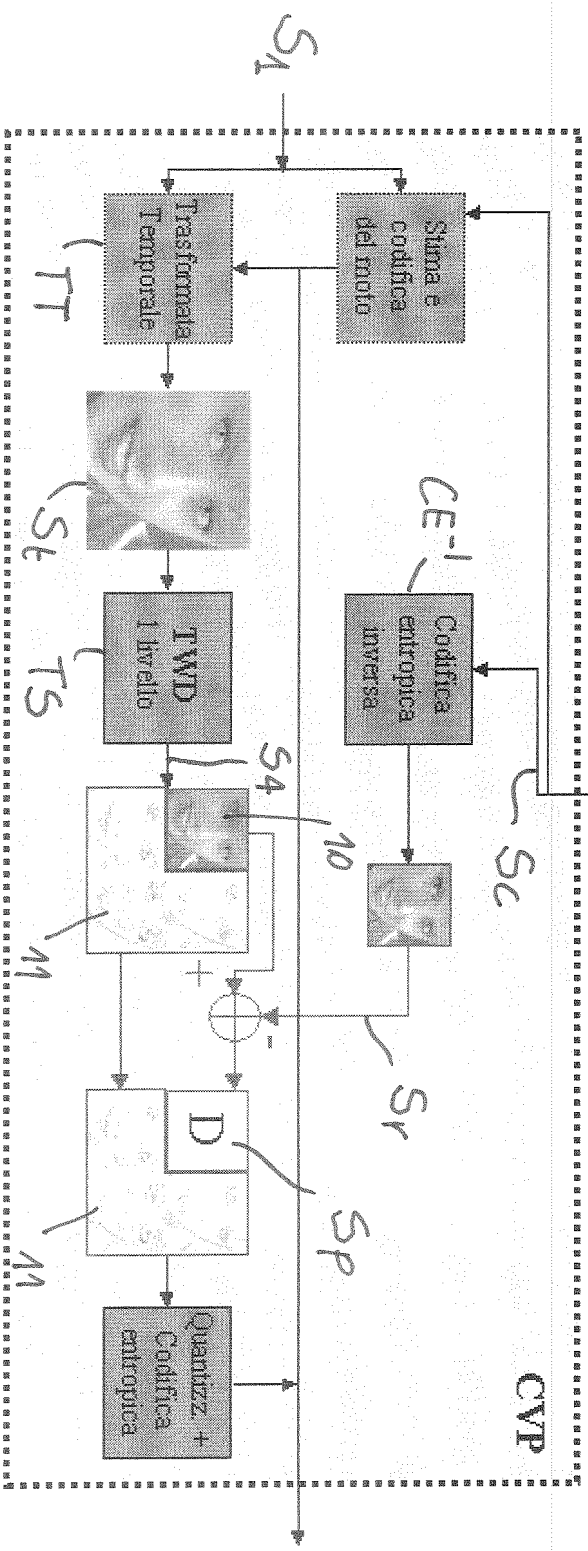


Fig. 8



Flusso di bit al livello spaziale inferiore

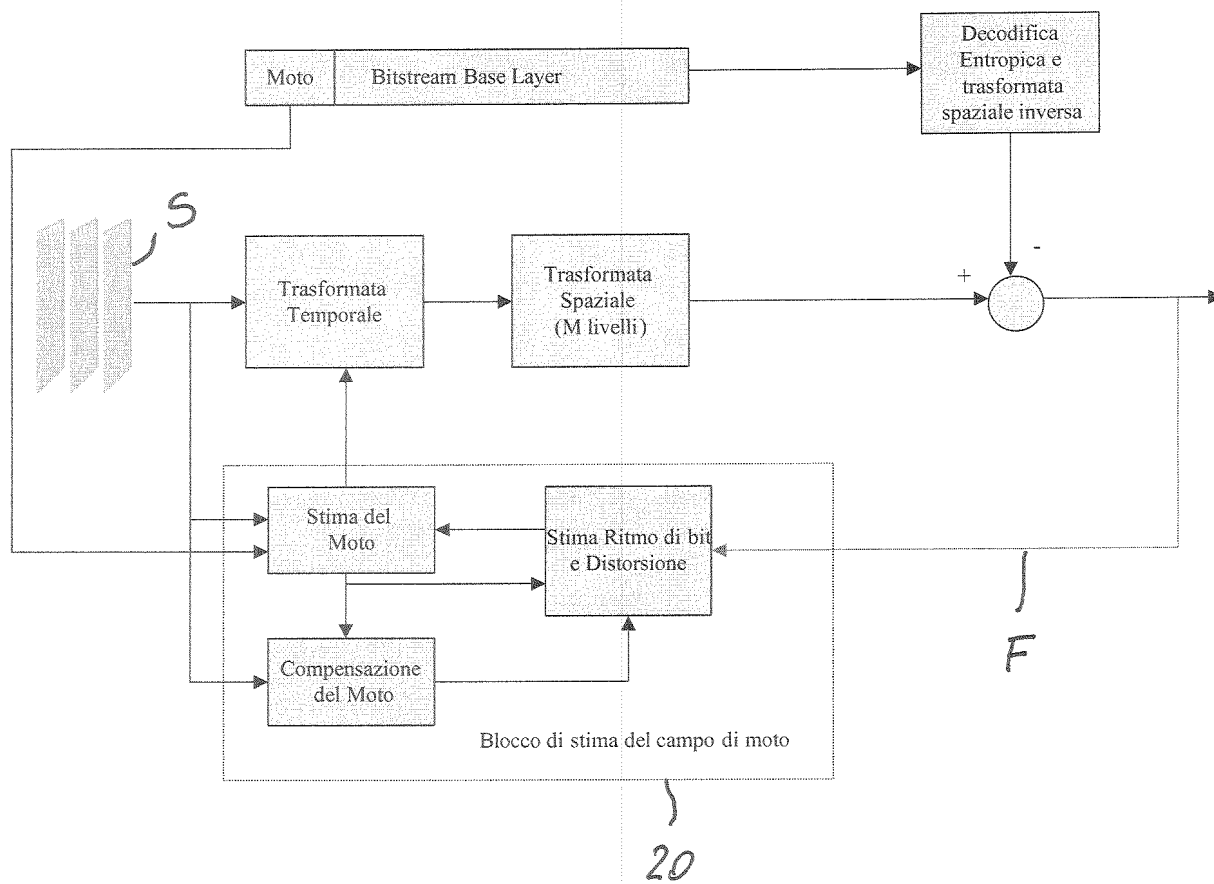


Fig. 9