

Lossless Computation Reusing Algorithm and VLSI Implementation of H.264/AVC Fractional Motion Estimation

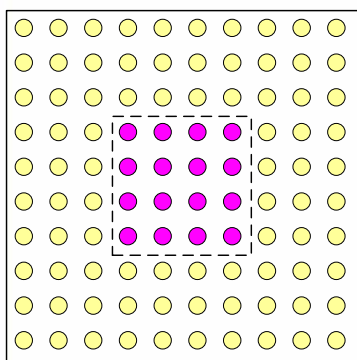
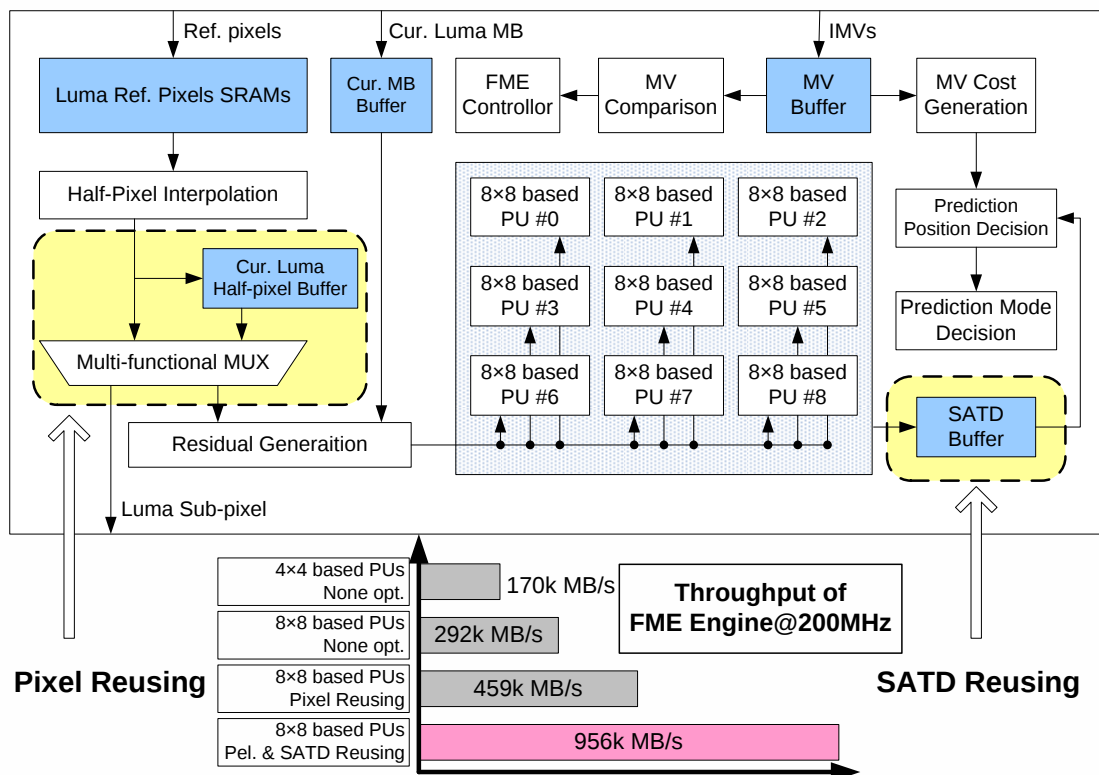
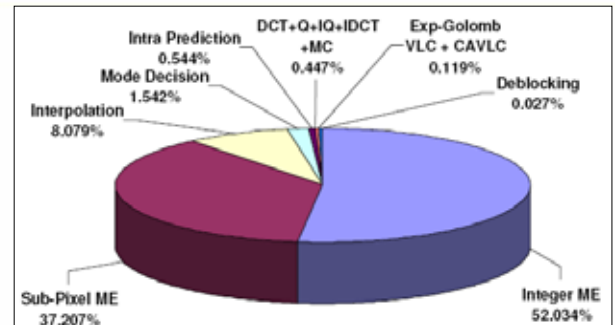
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Background

□ FME in H.264

- Higher coding efficiency
- Quarter pixel accurate ME
- The second computation consume part

□ Complexity increase quick with resolution



- Half-pixel can be shared by half and quarter search in FME

- Strong similarity between MVs from different modes of the same MB.

- SATD can be shared by overlapped partitions with the same IMV

