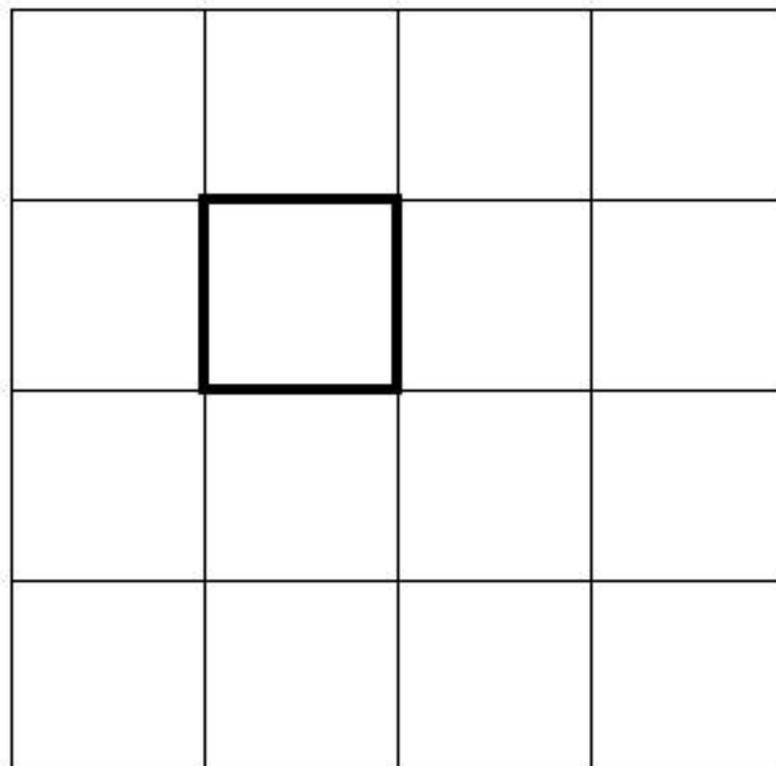


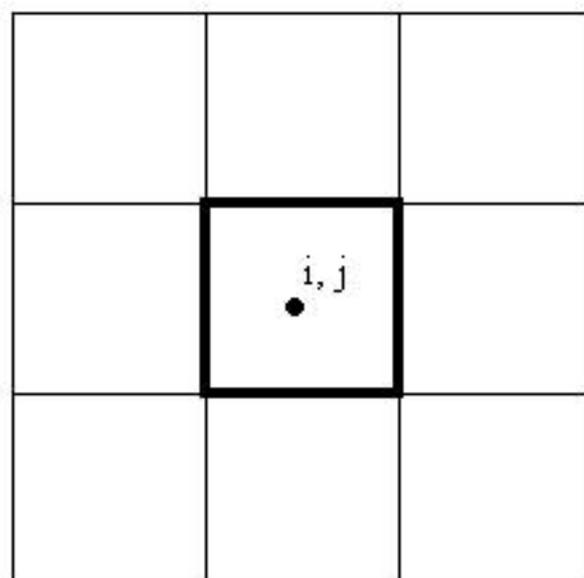
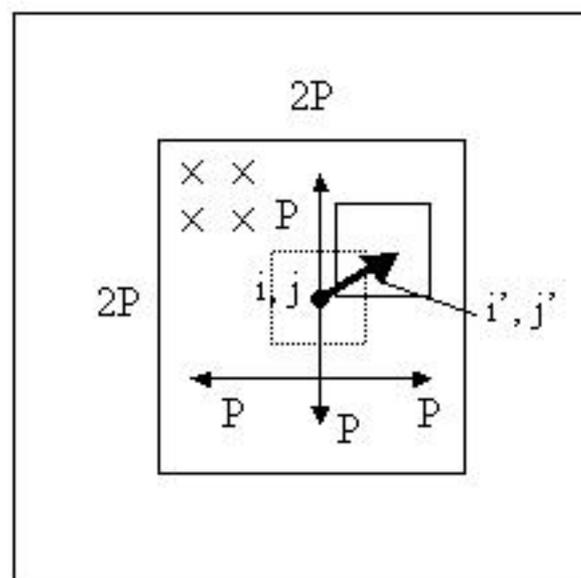
BMA (Block Matrix Algorithm)

- Look for block in n which is closest to block in $n+1$.
- Most time consuming part of video coding.



$n+1$

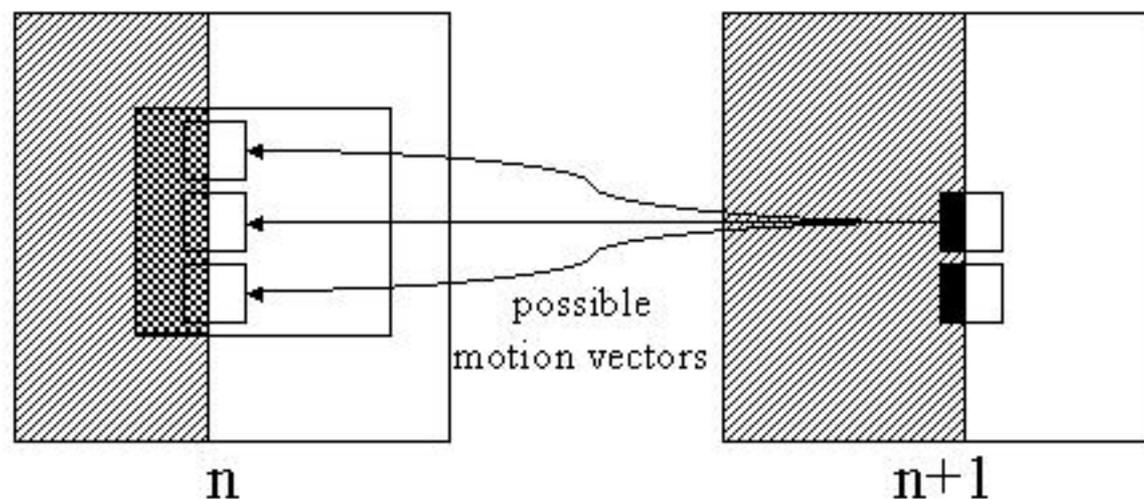


Search $[-P, +P]$  $n+1$  n

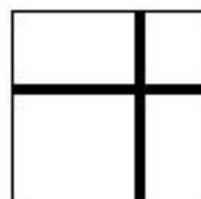
- (i', j') is the motion vector for the block in question.
- The residual image (difference between the block in question and the motion offset block) is what is actually coded.



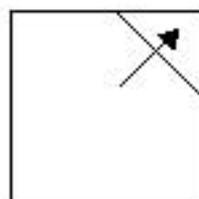
Ambiguity of Motion Estimation



- Aperture ambiguity problem — you can determine the component of motion perpendicular to a feature, but not along a feature.



Best — fix motion in either direction



Fix motion in one direction only



Fix motion in neither direction

