BMA (Block Matrix Algorithm)

- Look for block in $n$ which is closest to block in $n+1$.
- Most time consuming part of video coding.
Search \([-P, +P]\]

- \((i', j')\) 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