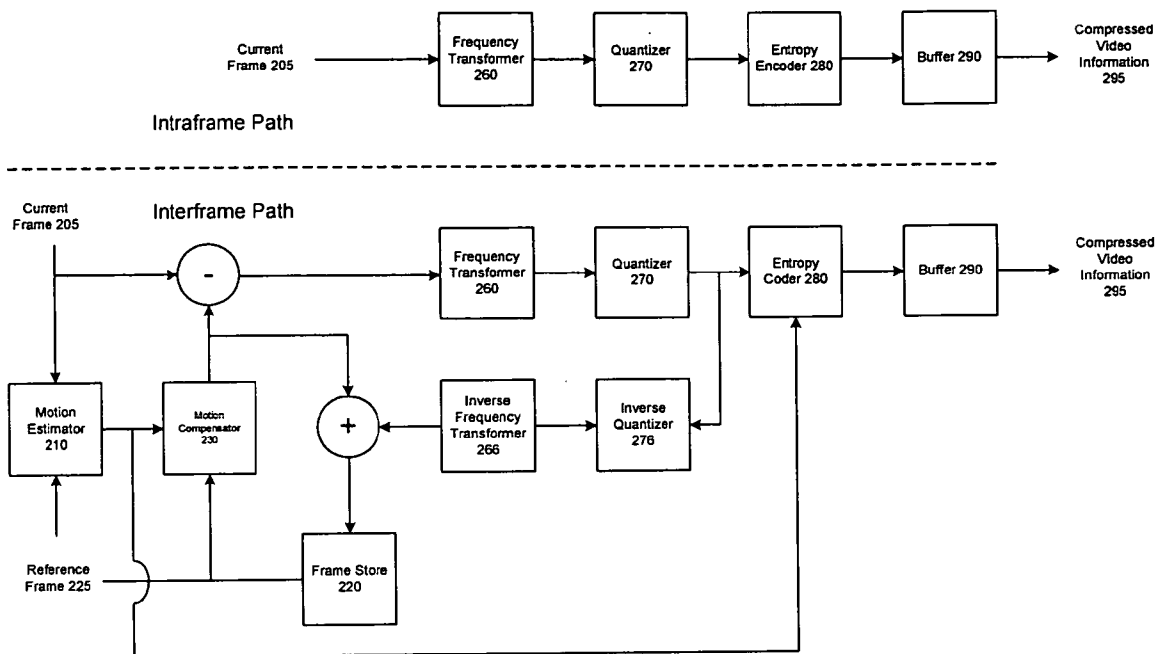




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(19) **United States**(12) **Patent Application Publication****Barkley et al.**(10) **Pub. No.: US 2008/0043832 A1**(43) **Pub. Date: Feb. 21, 2008**(54) **TECHNIQUES FOR VARIABLE
RESOLUTION ENCODING AND DECODING
OF DIGITAL VIDEO**(22) Filed: **Aug. 16, 2006****Publication Classification**(75) Inventors: **Warren V. Barkley**, Redmond,
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H04B 1/66 (2006.01)(52) **U.S. Cl.** **375/240**(57) **ABSTRACT**Correspondence Address:
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Techniques for variable resolution encoding and decoding of digital video are described. An apparatus may comprise a video encoder to encode video information into a video stream with a base layer and an enhancement layer. The base layer may have a first level of spatial resolution and a first level of temporal resolution. The enhancement layer may increase the first level of spatial resolution or the first level of temporal resolution. Other embodiments are described and claimed.

200

100

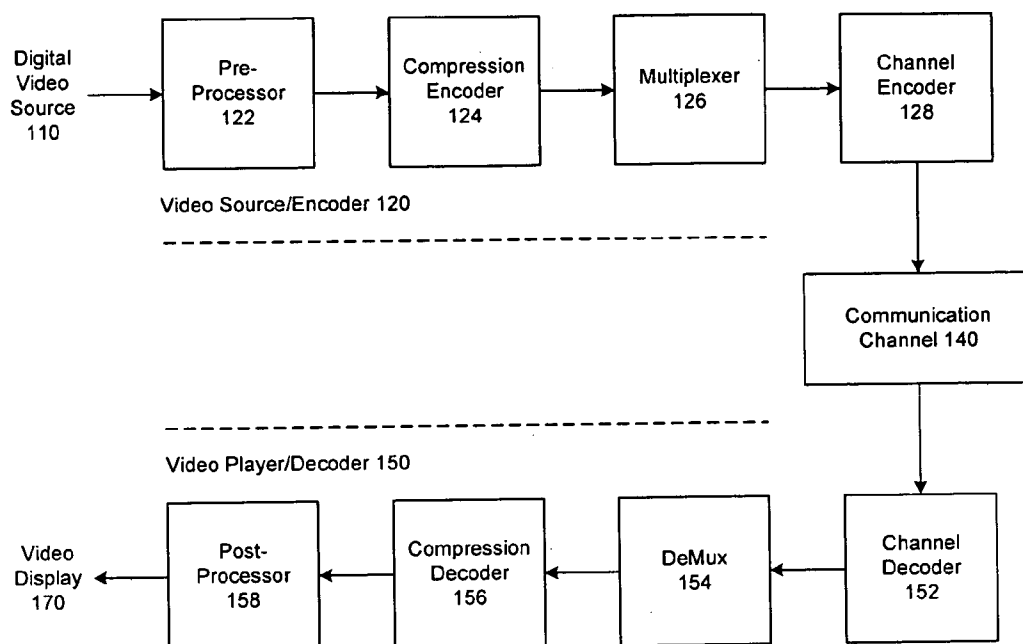


FIG. 1

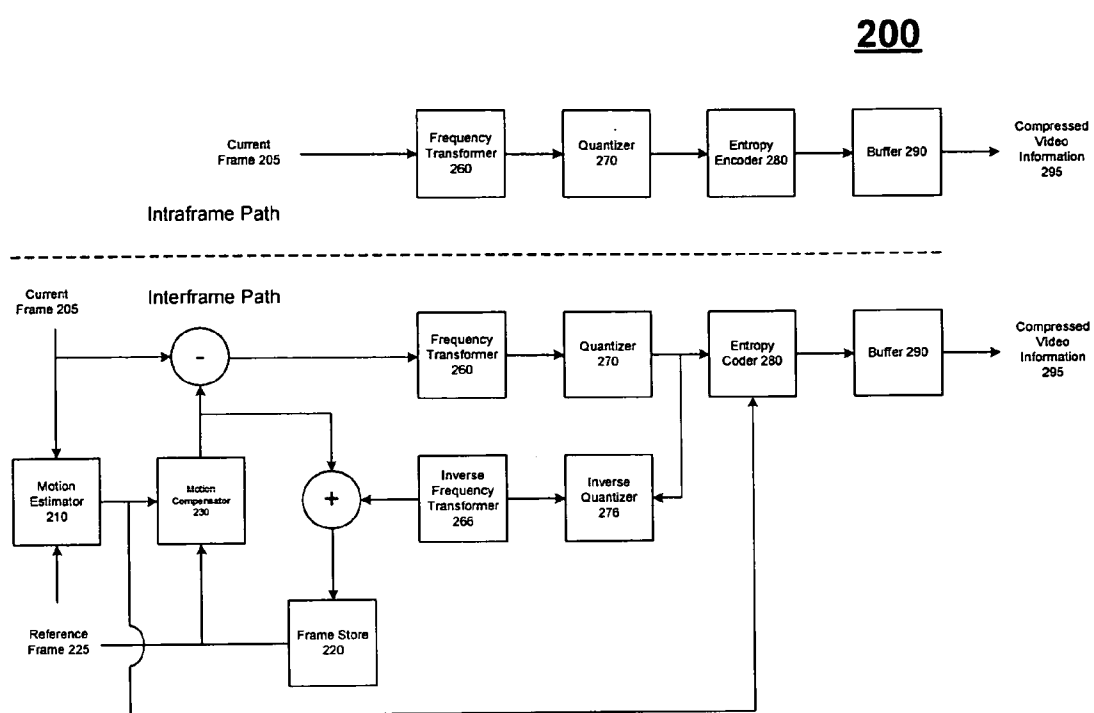


FIG. 2

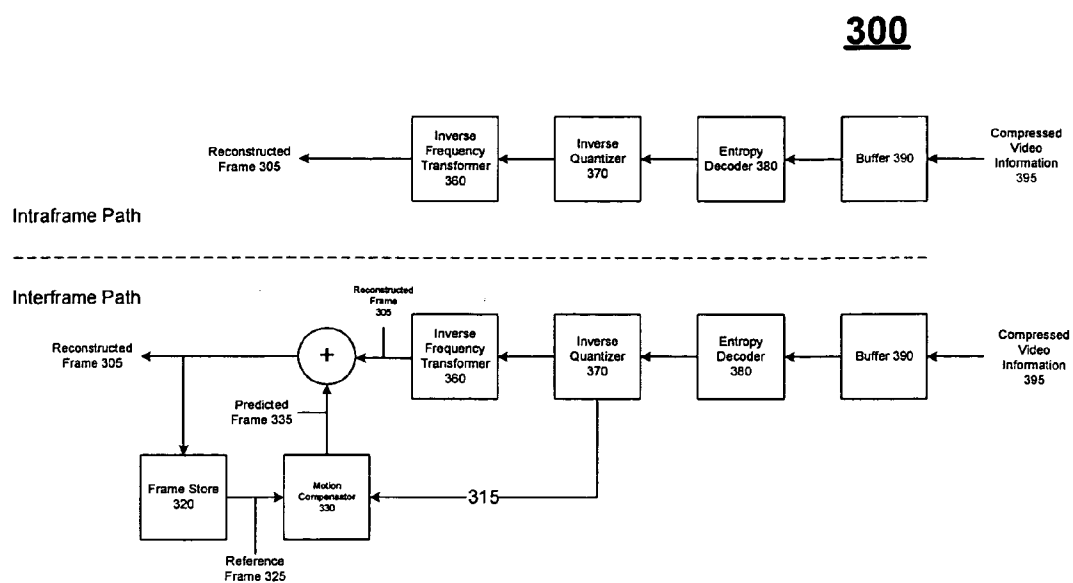


FIG. 3

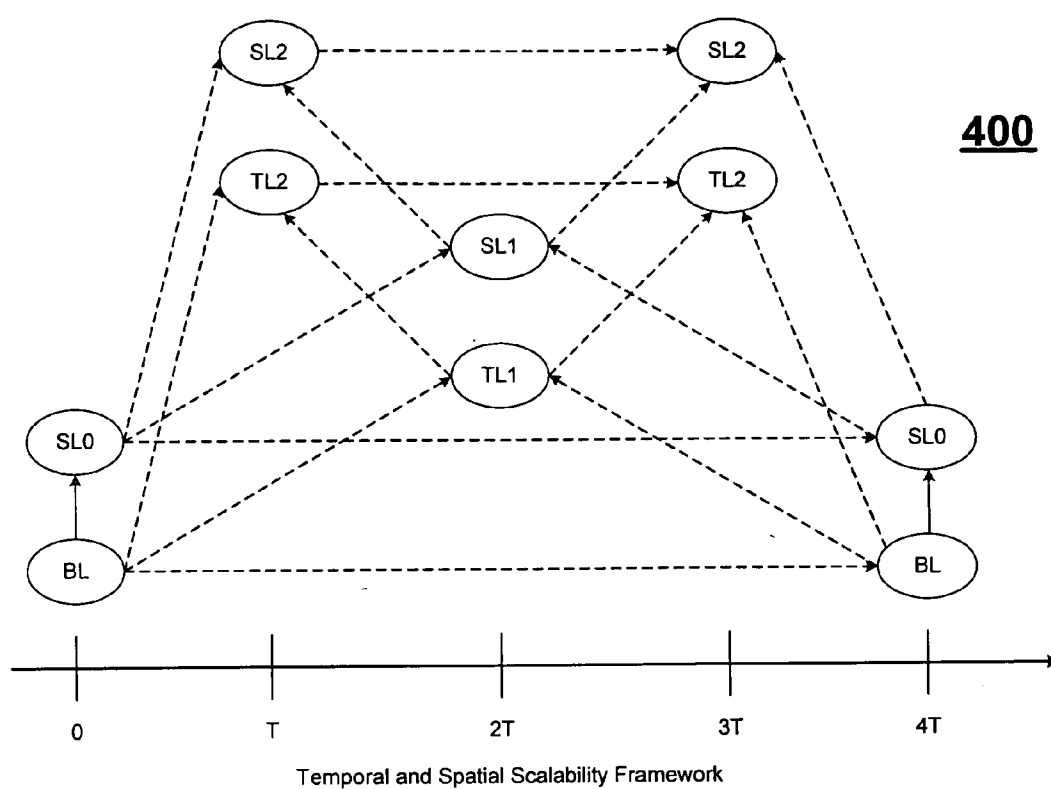


FIG. 4

500

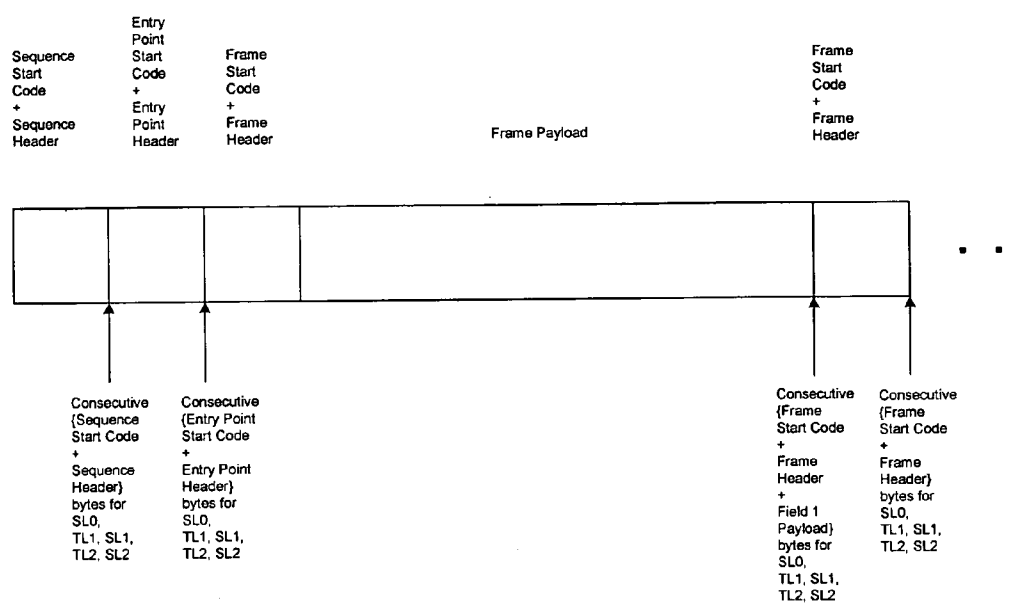


FIG. 5

600

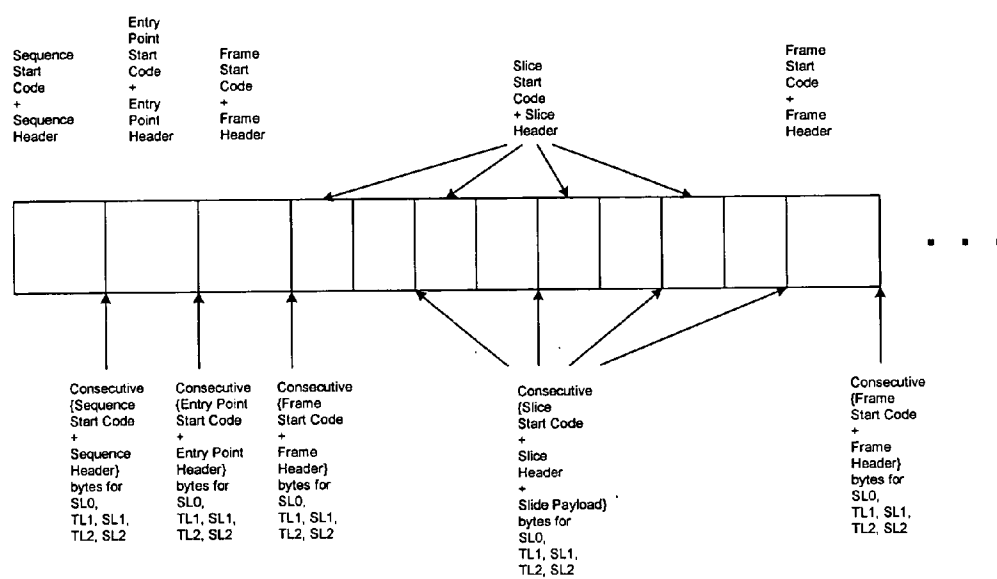


FIG. 6

700

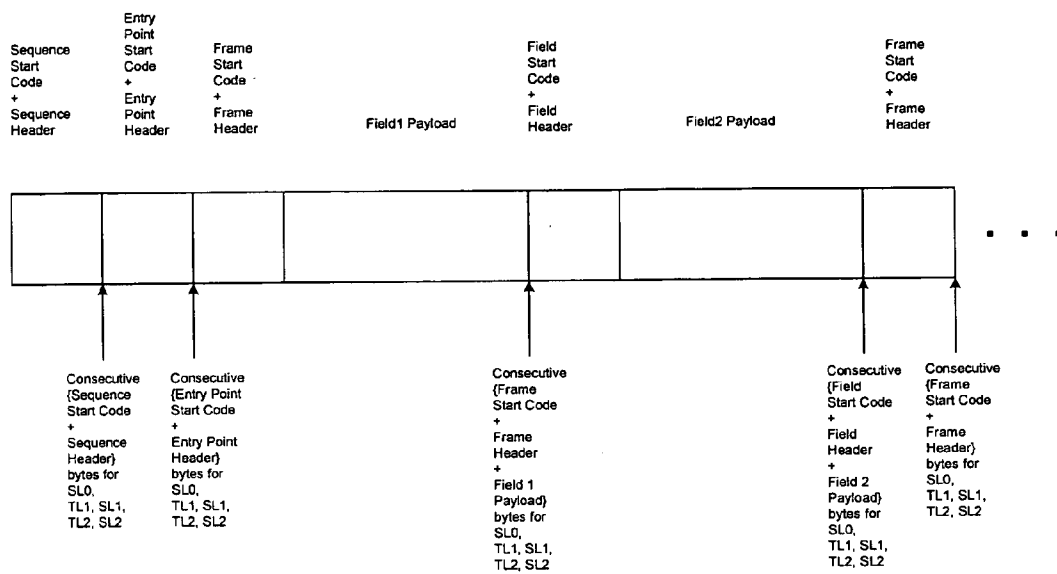


FIG. 7

800

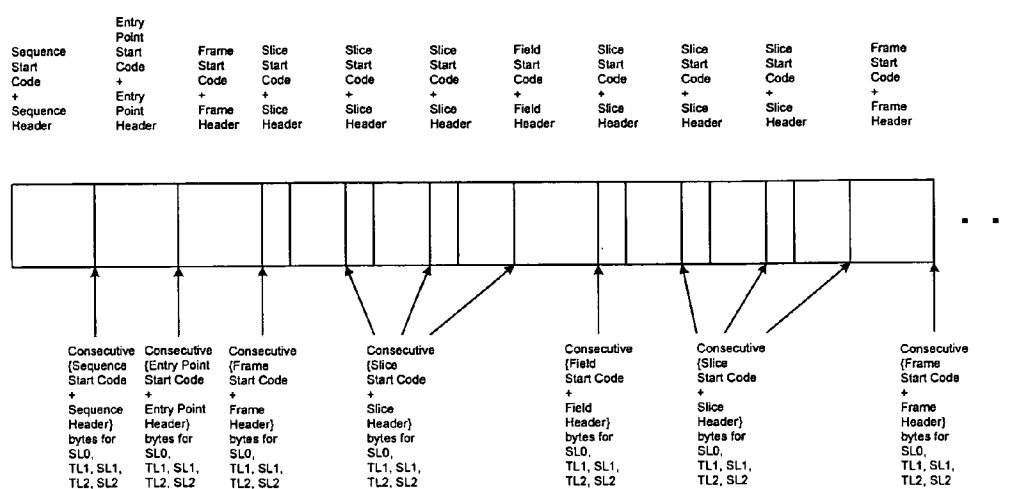


FIG. 8

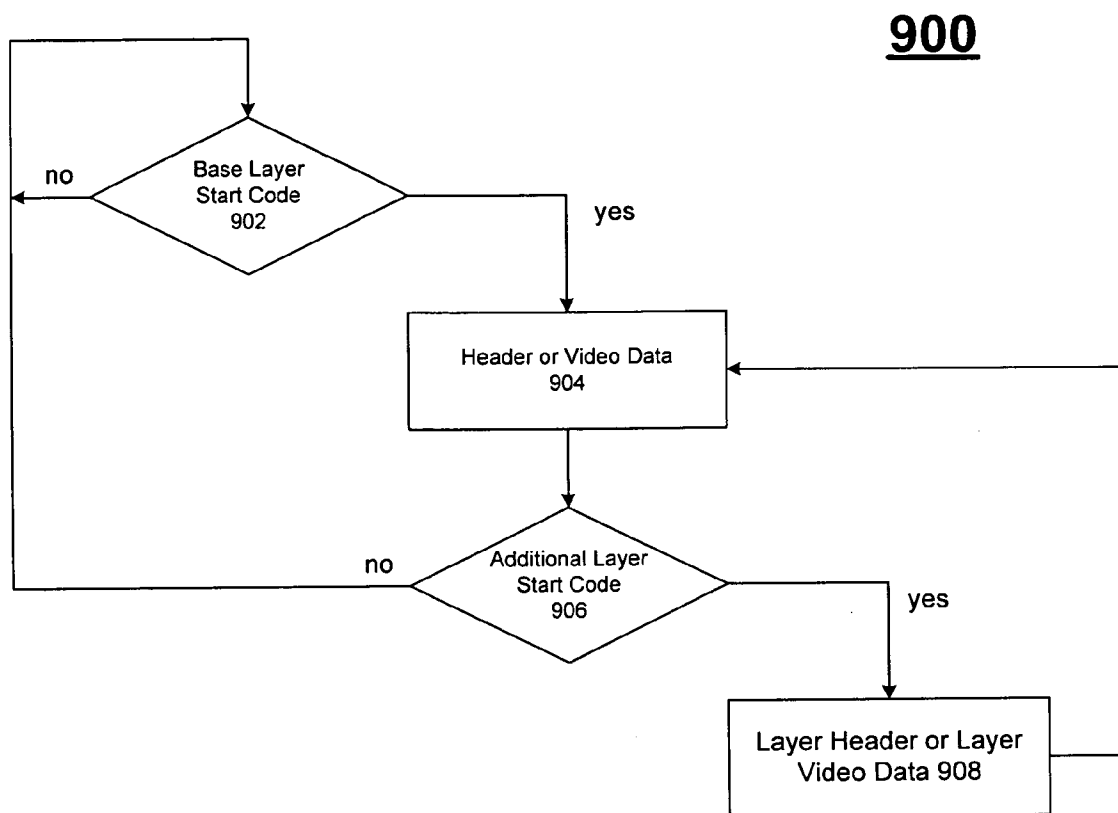


FIG. 9

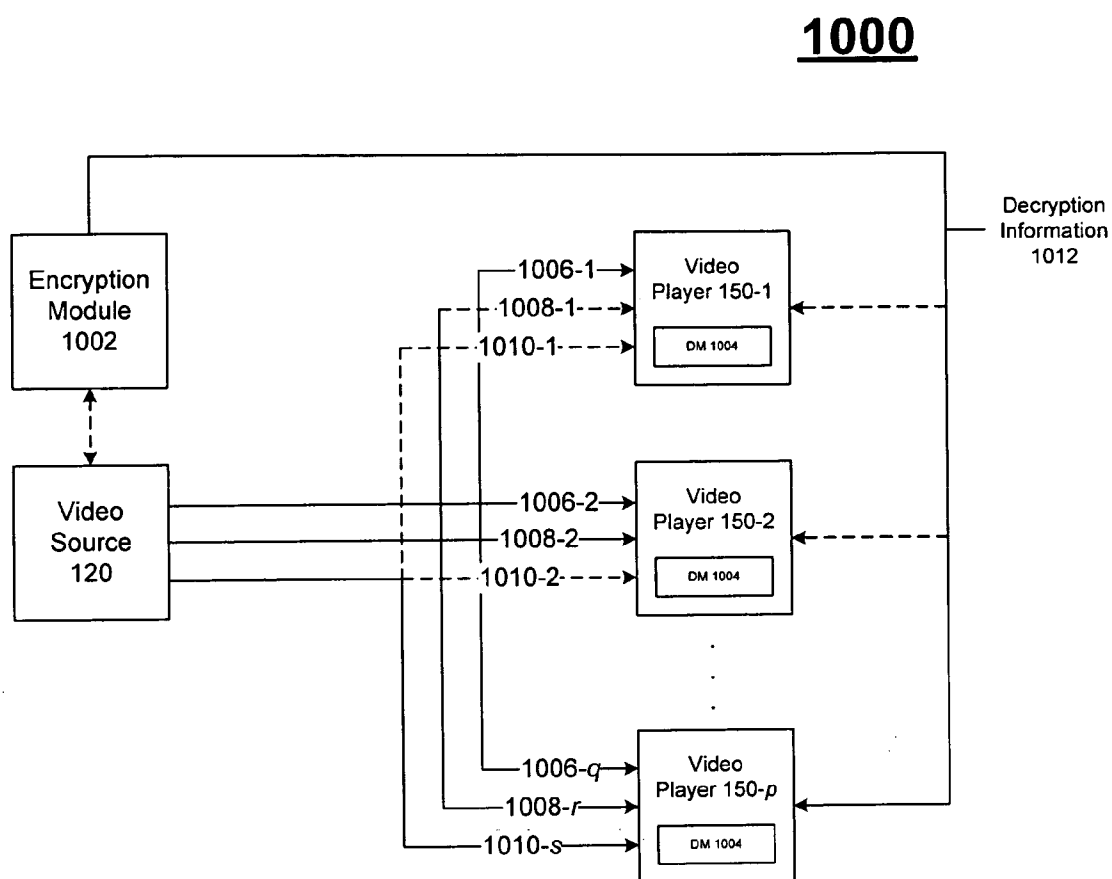


FIG. 10

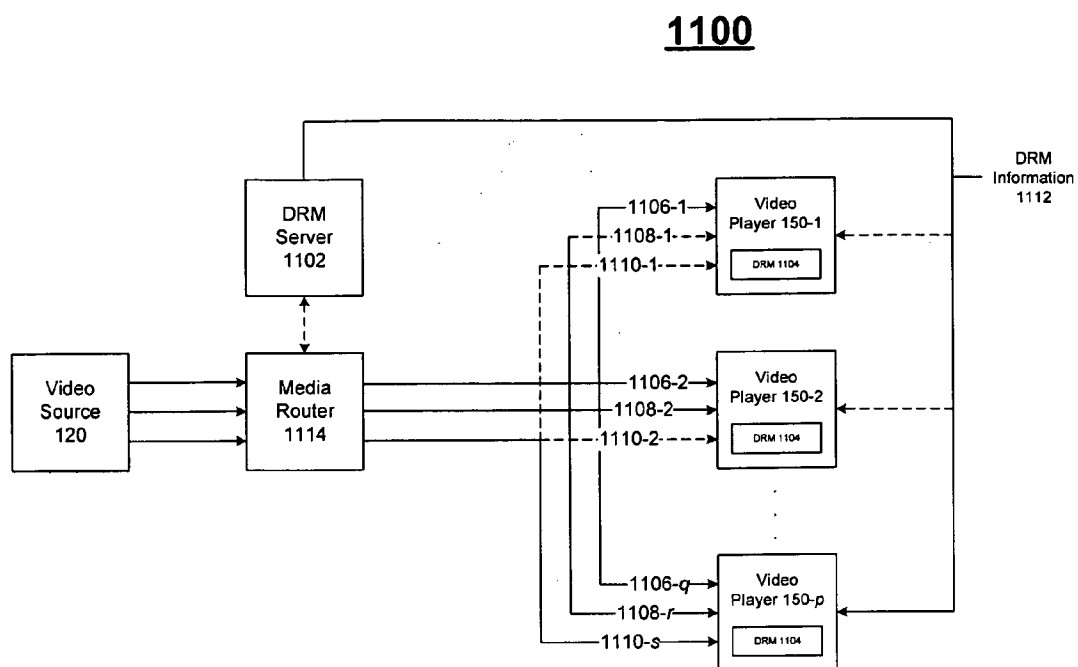


FIG. 11

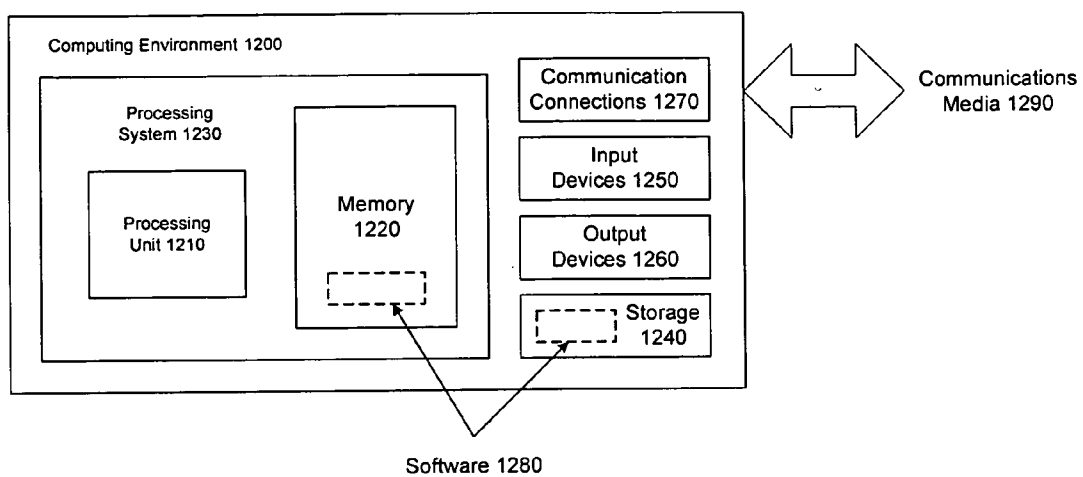


FIG. 12.

TECHNIQUES FOR VARIABLE RESOLUTION ENCODING AND DECODING OF DIGITAL VIDEO

BACKGROUND

[0001] Digital video consumes large amounts of storage and transmission capacity. A typical raw digital video sequence includes 15, 30 or even 60 frames per second (frame/s). Each frame can include hundreds of thousands of pixels. Each pixel or pel represents a tiny element of the picture. In raw form, a computer commonly represents a pixel with 24 bits, for example. Thus a bitrate or number of bits per second of a typical raw digital video sequence can be on the order of 5 million bits per second (bit/s) or more.

[0002] Most media processing devices and communication networks lack the resources to process raw digital video. For this reason, engineers use compression (also called coding or encoding) to reduce the bitrate of digital video. Decompression (or decoding) reverses compression.

[0003] Typically there are design tradeoffs in selecting a particular type of video compression for a given processing device and/or communication network. For example, compression can be lossless where the quality of the video remains high at the cost of a higher bitrate, or lossy where the quality of the video suffers but decreases in bitrate are more dramatic. Most system designs make some compromises between quality and bitrate based on a given set of design constraints and performance requirements. Consequently, a given video compression technique is typically not suitable for different types of media processing devices and/or communication networks.

SUMMARY

[0004] This Summary is provided to introduce a selection of concepts in a simplified form that are further described below in the Detailed Description. This Summary is not intended to identify key features or essential features of the claimed subject matter, nor is it intended to be used to limit the scope of the claimed subject matter.

[0005] Various embodiments are generally directed to digital encoding, decoding and processing of digital media content, such as video, images, pictures, and so forth. In some embodiments, the digital encoding, decoding and processing of digital media content may be based on the Society of Motion Picture and Television Engineers (SMPTE) standard 421M ("VC-1") video codec series of standards and variants. More particularly, some embodiments are directed to multiple resolution video encoding and decoding techniques and how such techniques are enabled in the VC-1 bitstream without breaking backward compatibility. In one embodiment, for example, an apparatus may include a video encoder arranged to compress or encode digital video information into an augmented SMPTE VC-1 video stream or bitstream. The video encoder may encode the digital video information in the form of multiple layers, such as a base layer and one or more spatial and/or temporal enhancement layers. The base layer may offer a defined minimum degree of spatial resolution and a base level of temporal resolution. One or more enhancement layers may include encoded video information that may be used to increase the base level of spatial resolution and/or the base level of temporal resolution for the video information encoded into the base layer. A video decoder may selectively

decode video information from the base layer and one or more enhancement layers to playback or reproduce the video information at a desired level of quality. Likewise, an Audio Video Multipoint Control Unit (AVMCU) may select to forward video information from the base layer and one or more enhancement layers to a conference participant based on information such as network bandwidth currently available and receiver's decoding capability. Other embodiments are described and claimed.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] FIG. 1 illustrates an embodiment for a video capture and playback system.

[0007] FIG. 2 illustrates an embodiment for a general video encoder system.

[0008] FIG. 3 illustrates an embodiment for a general video decoder system.

[0009] FIG. 4 illustrates an embodiment for a video layer hierarchy.

[0010] FIG. 5 illustrates an embodiment for a first video stream.

[0011] FIG. 6 illustrates an embodiment for a second video stream.

[0012] FIG. 7 illustrates an embodiment for a third video stream.

[0013] FIG. 8 illustrates an embodiment for a fourth video stream.

[0014] FIG. 9 illustrates an embodiment for a logic flow.

[0015] FIG. 10 illustrates an embodiment for a first modified video system.

[0016] FIG. 11 illustrates an embodiment for a second modified video system.

[0017] FIG. 12 illustrates an embodiment for a computing environment.

DETAILED DESCRIPTION

[0018] Various media processing devices may implement a video coder and/or decoder (collectively referred to as a "codec") to perform a certain level of compression for digital media content such as digital video. A selected level of compression may vary depending upon a number of factors, such as a type of video source, a type of video compression technique, a bandwidth or protocol available for a communication link, processing or memory resources available for a given receiving device, a type of display device used to reproduce the digital video, and so forth. Once implemented, a media processing device is typically limited to the level of compression set by the video codec, for both encoding and decoding operations. This solution typically provides very little flexibility. If different levels of compression are desired, a media processing device typically implements a different video codec for each level of compression. This solution may require the use of multiple video codecs per media processing device, thereby increasing complexity and cost for the media processing device.

[0019] To solve these and other problems, various embodiments may be directed to multiple resolution encoding and decoding techniques. A scalable video encoder may encode digital video information as multiple video layers within a common video stream, where each video layer offers one or more levels of spatial resolution and/or temporal resolution. The video encoder may multiplex digital video information for multiple video layers, such as a base

layer and enhancement layers, into a single common video stream. A video decoder may demultiplex or, selectively decode video information from the common video stream to retrieve video information from the base layer and one or more enhancement layers to playback or reproduce the video information with a desired level of quality, typically defined in terms of a signal-to-noise ratio (SNR) or other metrics. The video decoder may selectively decode the video information using various start codes as defined for each video layer. Likewise, an AVMCU may select to forward the base layer and only a subset of the enhancements layer to one or more participants based on information like current bandwidth available and decoder capability. The AVMCU selects the layers using start codes in the video bitstream.

[0020] Spatial resolution may refer generally to a measure of accuracy with respect to the details of the space being measured. In the context of digital video, spatial resolution may be measured or expressed as a number of pixels in a frame, picture or image. For example, a digital image size of 640×480 pixels equals 326,688 individual pixels. In general, images having higher spatial resolution are composed with a greater number of pixels than those of lower spatial resolution. Spatial resolution may affect, among other things, image quality for a video frame, picture, or image.

[0021] Temporal resolution may generally refer to the accuracy of a particular measurement with respect to time. In the context of digital video, temporal resolution may be measured or expressed as a frame rate, or a number of frames of video information captured per second, such as 15 frame/s, 30 frame/s, 60 frame/s, and so forth. In general, a higher temporal resolution refers to a greater number of frames/s than those of lower temporal resolution. Temporal resolution may affect, among other things, motion rendition for a sequence of video images or, frames. A video stream or bitstream may refer to a continuous sequence of segments (e.g., bits or bytes) representing audio and/or video information.

[0022] In one embodiment, for example, a scalable video encoder may encode digital video information as a base layer and one or more temporal and/or spatial enhancement layers. The base layer may provide a base or minimum level of spatial resolution and/or temporal resolution for the digital video information. The temporal and/or spatial enhancement layers may provide scaled enhanced levels of video spatial resolution and/or level of temporal resolutions for the digital video information. Various types of entry points and start codes may be defined to delineate the different video layers within a video stream. In this manner, a single scalable video encoder may provide and multiplex multiple levels of spatial resolution and/or temporal resolution in a single video stream.

[0023] In various embodiments, a number of different video decoders may selectively decode digital video information from a given video layer of the encoded video stream to provide a desired level of spatial resolution and/or temporal resolution for a given media processing device. For example, one type of video decoder may be capable of decoding a base layer from a video stream, while another type of video decoder may be capable of decoding a base layer and one or more enhanced layers from a video stream. A media processing device may combine the digital video information decoded from each video layer in various ways to provide different levels of video quality in terms of spatial resolution and/or temporal resolutions. The media process-

ing device may then reproduce the decoded digital video information at the selected level of spatial resolution and temporal resolution on one or more displays.

[0024] A scalable or multiple resolution video encoder and decoder may provide several advantages over conventional video encoders and decoders. For example, various scaled or differentiated digital video services may be offered using a single scalable video encoder and one or more types of video decoders. Legacy video decoders may be capable of decoding digital video information from a base layer of a video stream without necessarily having access to the enhancement layers, while enhanced video decoders may be capable of accessing both a base layer and one or more enhanced layers within the same video stream. In another example, different encryption techniques may be used for each layer, thereby controlling access to each layer. Similarly, different digital rights may be assigned to each layer to authorize access to each layer. In yet another example, a level of spatial and/or temporal resolution may be increased or decreased based on a type of video source, a type of video compression technique, a bandwidth or protocol available for a communication link, processing or memory resources available for a given receiving device, a type of display device used to reproduce the digital video, and so forth.

[0025] In particular, this improved variable video coding resolution implementation has the advantage of carrying parameters that specify the dimensions of the display resolution within the video stream. Coding resolutions for a portion of the video is signaled at the entry point level. The entry points are adjacent to, or adjoining, one or more subsequences or groups of pictures of the video sequence that begins with an intra-coded frame (also referred to as an “I-frame”), and also may contain one or more predictive-coded frames (also referred to as a “P-frame” or “B-frame”) that are productively coded relative to that intra-coded frame. The coding resolution signaled at a given entry point thus applies to a group of pictures that includes an I-frame at the base layer and the P-frames or B-frames that reference the I-frame.

[0026] The following description is directed to implementations of an improved variable coding resolution technique that permits portions of a video sequence to be variably coded at different resolutions. An exemplary application of this technique is in a video codec system. Accordingly, the variable coding resolution technique is described in the context of an exemplary video encoder/decoder utilizing an encoded bit stream syntax. In particular, one described implementation of the improved variable coding resolution technique is in a video codec that complies with the advanced profile of the SMPTE standard 421M (VC-1) video codec series of standards and variants. Alternatively, the technique can be incorporated in various video codec implementations and standards that may vary in details from the below described exemplary video codec and syntax.

[0027] FIG. 1 illustrates an implementation for a video capture and playback system 100. FIG. 1 illustrates the video capture and playback system 100 employing a video codec in which the variable coding resolution technique is implemented in a typical application or use scenario. The video capture and playback system 100 generally includes a video source/encoder 120 that captures and encodes video content from an input digital video source 110 into a compressed video bit stream on a communication channel 140, and a video player/decoder 150 that receives and

decodes the video from the channel and displays the video on a video display 170. Some examples of such systems in which the below described video codec with variable coding resolution can be implemented encompass systems in which the video capture, encoding, decoding and playback are all performed in a single machine, as well as systems in which these operations are performed on separate, geographically distant machines. For example, a digital video recorder, or personal computer with a TV tuner card, can capture a video signal and encode the video to hard drive, as well as read back, decode and display the video from the hard drive on a monitor. As another example, a commercial publisher or broadcaster of video can use a video mastering system incorporating the video encoder to produce a video transmission (e.g., a digital satellite channel, or Web video stream) or a storage device (e.g., a tape or disk) carrying the encoded video, which is then used to distribute the video to user's decoder and playback machines (e.g., personal computer, video player, video receiver, etc.).

[0028] In the illustrated system 100, a video source/encoder 120 includes a source pre-processor 122, a source compression encoder 124, a multiplexer 126 and a channel encoder 128. The pre-processor 122 receives uncompressed digital video from a digital video source 110, such as a video camera, analog television capture, or other sources, and processes the video for input to the compression encoder 124. The compression encoder 124, an example of which is the video encoder 200 as described with reference to FIG. 2, performs compression and encoding of the video. The multiplexer 126 packetizes and delivers the resulting compressed video bit stream to the channel encoder 128 for encoding onto the communication channel 140. The communication channel 140 can be a video transmission, such as digital television broadcast, satellite or other over-the-air transmission; or cable, telephone or other wired transmission, and so forth. The communications channel 140 can also be recorded video media, such as a computer hard drive or other storage disk; tape, optical disk (DVD) or other removable recorded medium. The channel encoder 128 encodes the compressed video bit stream into a file container, transmission carrier signal or the like.

[0029] At the video player/decoder 150, a channel decoder 152 decodes the compressed video bit stream on the communication channel 140. A demultiplexer 154 demultiplexes and delivers the compressed video bit stream from the channel decoder to a compression decoder 156, an example of which is the video decoder 300 as described with reference to FIG. 3. The compression decoder then decodes and reconstructs the video from the compressed video bit stream. Finally, the post-processor 158 processes the video to be displayed on a video display 170. Examples of post processing operations include de-blocking, de-ringing or other artifact removal, range remapping, color conversion and other like operations.

[0030] FIG. 2 is a block diagram of a generalized video encoder 200, and FIG. 3 is a block diagram of a generalized video decoder 300, in which the variable coding resolution technique can be incorporated. The relationships shown between modules within the encoder and decoder indicate the main flow of information in the encoder and decoder, while other relationships are omitted for the sake of clarity. In particular, FIGS. 2 and 3 usually do not show side information indicating the encoder settings, modes, tables, and so forth, as used for a video sequence, frame, macroblock, block, and so forth.

Such side information is sent in the output bitstream, typically after entropy encoding of the side information. The format of the output bitstream can be, for example, a SMPTE VC-1 format, a SMPTE VC-1 format adapted for Real Time Communications, an H.263 format, an H.264 format or other video formats.

[0031] In one embodiment, for example, the encoder 200 and decoder 300 are block-based and use a 4:2:0 macroblock format with each macroblock including 4 luminance 8×8 luminance blocks (at times treated as one 16×16 macroblock) and two 8×8 chrominance blocks. Alternatively, the encoder 200 and decoder 300 are object-based, use a different macroblock or block format, or perform operations on sets of pixels of different size or configuration than 8×8 blocks and 16×16 macroblocks. The macroblock may be used to represent either progressive or interlaced video content.

[0032] The scalable video encoding and decoding techniques and tools in the various embodiments can be implemented in a video encoder and/or decoder. Video encoders and decoders may contain within them different modules, and the different modules may relate to and communicate with one another in many different ways. The modules and relationships described below are by way of example and not limitation. Depending on implementation and the type of compression desired, modules of the video encoder or video decoder can be added, omitted, split into multiple modules, combined with other modules, and/or replaced with like modules. In alternative embodiments, video encoders or video decoders with different modules and/or other configurations of modules may perform one or more of the described techniques.

[0033] In general, video compression techniques include intraframe compression and interframe compression. Intraframe compression techniques compress individual frames, typically called I-frames, key frames, or reference frames. Interframe compression techniques compress frames with reference to preceding and/or following frames, and are called typically called predicted frames. Examples of predicted frames include a Predictive (P) frame, a Super Predictive (SP) frame, and a Bi-Predictive or Bi-Directional (B) frame. A predicted frame is represented in terms of motion compensated prediction (or difference) from one or more other frames. A prediction residual is the difference between what was predicted and the original frame. In contrast, an I-frame or key frame is compressed without reference to other frames.

[0034] A video encoder typically receives a sequence of video frames including a current frame and produces compressed video information as output. The encoder compresses predicted frames and key frames. Many of the components of the encoder are used for compressing both key frames and predicted frames. The exact operations performed by those components can vary depending on the type of information being compressed.

[0035] FIG. 2 is a block diagram of a general video encoder system 200. The encoder system 200 receives a sequence of video frames including a current frame 205, and produces compressed video information 295 as output. Particular embodiments of video encoders typically use a variation or supplemented version of the generalized encoder 200.

[0036] The encoder system 200 compresses predicted frames and key frames. For the sake of presentation, FIG. 2

shows a path for key frames through the encoder system 200 and a path for forward-predicted frames. Many of the components of the encoder system 200 are used for compressing both key frames and predicted frames. The exact operations performed by those components can vary depending on the type of information being compressed.

[0037] A predicted frame (e.g., P-frame, SP-frame, and B-frame) is represented in terms of prediction (or difference) from one or more other frames. A prediction residual is the difference between what was predicted and the original frame. In contrast, a key frame (e.g., I-frame) is compressed without reference to other frames.

[0038] If the current frame 205 is a forward-predicted frame, a motion estimator 210 estimates motion of macroblocks or other sets of pixels (e.g., 16×8, 8×16 or 8×8 blocks) of the current frame 205 with respect to a reference frame, which is the reconstructed previous frame 225 buffered in the frame store 220. In alternative embodiments, the reference frame is a later frame or the current frame is bi-directionally predicted. The motion estimator 210 outputs as side information motion information 215 such as motion vectors. A motion compensator 230 applies the motion information 215 to the reconstructed previous frame 225 to form a motion-compensated current frame 235. The prediction is rarely perfect, however, and the difference between the motion-compensated current frame 235 and the original current frame 205 is the prediction residual 245. Alternatively, a motion estimator and motion compensator apply another type of motion estimation/compensation.

[0039] A frequency transformer 260 converts the spatial domain video information into frequency domain (i.e., spectral) data. For block-based video frames, the frequency transformer 260 applies a transform described in the following sections that has properties similar to the discrete cosine transform (DCT). In some embodiments, the frequency transformer 260 applies a frequency transform to blocks of spatial prediction residuals for key frames. The frequency transformer 260 can apply an 8×8, 8×4, 4×8, or other size frequency transforms.

[0040] A quantizer 270 then quantizes the blocks of spectral data coefficients. The quantizer applies uniform, scalar quantization to the spectral data with a step-size that varies on a frame-by-frame basis or other basis. Alternatively, the quantizer applies another type of quantization to the spectral data coefficients, for example, a non-uniform, vector, or non-adaptive quantization, or directly quantizes spatial domain data in an encoder system that does not use frequency transformations. In addition to adaptive quantization, the encoder 200 can use frame dropping, adaptive filtering, or other techniques for rate control.

[0041] When a reconstructed current frame is needed for subsequent motion estimation/compensation, an inverse quantizer 276 performs inverse quantization on the quantized spectral data coefficients. An inverse frequency transformer 266 then performs the inverse of the operations of the frequency transformer 260, producing a reconstructed prediction residual (for a predicted frame) or a reconstructed key frame. If the current frame 205 was a key frame, the reconstructed key frame is taken as the reconstructed current frame. If the current frame 205 was a predicted frame, the reconstructed prediction residual is added to the motion-compensated current frame 235 to form the reconstructed current frame. The frame store 220 buffers the reconstructed current frame for use in predicting the next frame. In some

embodiments, the encoder applies a de-blocking filter to the reconstructed frame to adaptively smooth discontinuities in the blocks of the frame.

[0042] The entropy coder 280 compresses the output of the quantizer 270 as well as certain side information (e.g., motion information 215, quantization step size). Typical entropy coding techniques include arithmetic coding, differential coding, Huffman coding, run length coding, LZ coding, dictionary coding, and combinations of the above. The entropy coder 280 typically uses different coding techniques for different kinds of information (e.g., DC coefficients, AC coefficients, different kinds of side information), and can choose from among multiple code tables within a particular coding technique.

[0043] The entropy coder 280 puts compressed video information 295 in the buffer 290. A buffer level indicator is fed back to bitrate adaptive modules. The compressed video information 295 is depleted from the buffer 290 at a constant or relatively constant bitrate and stored for subsequent streaming at that bitrate. Alternatively, the encoder 200 streams compressed video information immediately following compression.

[0044] Before or after the buffer 290, the compressed video information 295 can be channel coded for transmission over the network. The channel coding can apply error detection and correction data to the compressed video information 295.

[0045] FIG. 3 is a block diagram of a general video decoder system 300. The decoder system 300 receives information 395 for a compressed sequence of video frames and produces output including a reconstructed frame 305. Particular embodiments of video decoders typically use a variation or supplemented version of the generalized decoder 300.

[0046] The decoder system 300 decompresses predicted frames and key frames. For the sake of presentation, FIG. 3 shows a path for key frames through the decoder system 300 and a path for forward-predicted frames. Many of the components of the decoder system 300 are used for compressing both key frames and predicted frames. The exact operations performed by those components can vary depending on the type of information being compressed.

[0047] A buffer 390 receives the information 395 for the compressed video sequence and makes the received information available to the entropy decoder 380. The buffer 390 typically receives the information at a rate that is fairly constant over time, and includes a jitter buffer to smooth short-term variations in bandwidth or transmission. The buffer 390 can include a playback buffer and other buffers as well. Alternatively, the buffer 390 receives information at a varying rate. Before or after the buffer 390, the compressed video information can be channel decoded and processed for error detection and correction.

[0048] The entropy decoder 380 entropy decodes entropy-coded quantized data as well as entropy-coded side information (e.g., motion information, quantization step size), typically applying the inverse of the entropy encoding performed in the encoder. Entropy decoding techniques include arithmetic decoding, differential decoding, Huffman decoding, run length decoding, LZ decoding, dictionary decoding, and combinations of the above. The entropy decoder 380 frequently uses different decoding techniques for different kinds of information (e.g., DC coefficients, AC

coefficients, different kinds of side information), and can choose from among multiple code tables within a particular decoding technique.

[0049] If the frame **305** to be reconstructed is a forward-predicted frame, a motion compensator **330** applies motion information **315** to a reference frame **325** to form a prediction **335** of the frame **305** being reconstructed. For example, the motion compensator **330** uses a macroblock motion vector to find a corresponding macroblock in the reference frame **325**. The prediction **335** is therefore a set of motion compensated video blocks from the previously decoded video frame. A frame buffer **320** stores previous reconstructed frames for use as reference frames. Alternatively, a motion compensator applies another type of motion compensation. The prediction by the motion compensator is rarely perfect, so the decoder **300** also reconstructs prediction residuals.

[0050] When the decoder needs a reconstructed frame for subsequent motion compensation, the frame store **320** buffers the reconstructed frame for use in predicting the next frame. In some embodiments, the encoder applies a de-blocking filter to the reconstructed frame to adaptively smooth discontinuities in the blocks of the frame.

[0051] An inverse quantizer **370** inverse quantizes entropy-decoded data. In general, the inverse quantizer applies uniform, scalar inverse quantization to the entropy-decoded data with a step-size that varies on a frame-by-frame basis or other basis. Alternatively, the inverse quantizer applies another type of inverse quantization to the data, for example, a non-uniform, vector, or non-adaptive quantization, or directly inverse quantizes spatial domain data in a decoder system that does not use inverse frequency transformations.

[0052] An inverse frequency transformer **360** converts the quantized, frequency domain data into spatial domain video information. For block-based video frames, the inverse frequency transformer **360** applies an inverse transform described in the following sections. In some embodiments, the inverse frequency transformer **360** applies an inverse frequency transform to blocks of spatial prediction residuals for key frames. The inverse frequency transformer **360** can apply an 8×8, 8×4, 4×8, or other size inverse frequency transforms.

[0053] The variable coding resolution technique permits the decoder to maintain a desired video display resolution, while allowing the encoder the flexibility to choose to encode some portion or portions of the video at multiple levels of coded resolution that may be different from the display resolution. The encoder can code some pictures of the video sequence at lower coded resolutions to achieve a lower encoded bit-rate, display size or display quality. When desired to use the lower coding resolution, the encoder filters and down-samples the picture(s) to the lower resolution. At decoding, the decoder selectively decodes those portions of the video stream with the lower coding resolution for display at the display resolution. The decoder may also up-sample the lower resolution of the video before it is displayed on a screen with large pixel addressability. Similarly, the encoder can code some pictures of the video sequence at higher coded resolutions to achieve a higher encoded bit-rate, display size or display quality. When desired to use the higher coding resolution, the encoder filter retains a larger portion of the original video resolution. This is typically done by encoding an additional layer representing the dif-

ference between the video with larger resolution and the version of the lower resolution layer interpolated to match the size of the larger resolution video. For example, an original video may have a horizontal and vertical pixel resolution of 640 and 480 pixels, respectively. The encoded base layer may have 160×120 pixels. The first spatial enhancement layer may provide a resolution of 320×240 pixels. This spatial enhancement layer can be obtained by down-sampling the original video by a factor of 2 along the horizontal and vertical resolution. It is encoded by calculating the difference between the 320×240 video and the 160×120 base layer interpolated by a factor of 2 horizontally and vertically to match the 320×240 resolution of the first enhancement layer. At decoding, the decoder selectively decodes those portions of the video stream with the base and the higher spatial coding resolution for display at the display resolution or to supply a larger degree of details in the video, regardless of the resolution for the display.

[0054] In various embodiments, the video encoder **200** may provide variable coding resolutions on a frame-by-frame or other basis. The various levels of coding resolutions may be organized in the form of multiple video layers, with each video layer providing a different level of spatial resolution and/or temporal resolution for a given set of video information. For example, the video encoder **200** may be arranged to encode video information into a video stream with a base layer and an enhancement layer. The video information may comprise, for example, one or more frame sequences, frames, images, pictures, stills, blocks, macroblocks, sets of pixels, or other defined set of video data (collectively referred to as "frames"). The base layer may have a first level of spatial resolution and a first level of temporal resolution. The enhancement layer may increase the first level of spatial resolution, the first level of temporal resolution, or both. There may be multiple enhancement layers to provide a desired level of granularity when improving spatial resolution or temporal resolution for a given set of video information. The video layers may be described in more detail with reference to FIG. 4.

[0055] FIG. 4 illustrates an exemplary embodiment of a video layer hierarchy. FIG. 4 illustrates a hierarchical representation of multiple independent video layers **400** of coded digital video within a video stream. As shown in FIG. 4, the video layers **400** may comprise a base layer (BL). The BL may represent a base level of spatial resolution and a base level of temporal resolution (e.g., frame rate) video stream. In one embodiment, for example, a base level of temporal resolution may comprise T frame/s, where T=15 frames. The encoding of the video is such that decoding of subsequent BL video frames is only dependent on previous video frames from the same layer (e.g., one or more P, SP or B frames in the base layer).

[0056] The video layers **400** may also comprise one or more enhanced layers. For example, the enhanced layers may include one or more spatial enhancement layers, such as a first spatial enhancement layer (SL0), a second spatial enhancement layer (SL1), and a third spatial enhancement layer (SL2). SL0 represents a spatial enhancement layer which can be added to the BL to provide a higher resolution video at the same frame rate as the BL sequence (e.g., 15 frame/s). SL1 represents a spatial enhancement layer which can be added to the BL to provide a higher resolution video at a medium frame rate that is higher than the BL sequence. In one embodiment, for example, a medium frame rate may

comprise T/2 frame/s, where T=30 frames. SL2 is a spatial enhancement layer which can be added to the BL to provide a higher resolution video at a higher frame rate that is even higher than the BL sequence. In one embodiment, for example, a higher frame rate may comprise T frame/s, where T=60 frames. It may be appreciated that the values given for T are by way of example only and not limitation.

[0057] The enhanced layers may also include one or more temporal enhancement layers, such as a first temporal enhancement layer (TL1) and a second temporal enhancement layer (TL2). TL1 represents a temporal enhancement layer which can be added to BL to produce the same lower resolution video as the BL but at a frame rate which is twice the frame rate for BL frames. As a result, motion rendition is improved in this sequence. TL2 represents a temporal enhancement layer which doubles the frame rate of BL and TL1. Motion rendition at this level is better than BL or TL1.

[0058] There are many combinations available for using the base layer and enhancement layers, as is indicated by the dashed arrows in FIG. 4. Some combinations may include, by way of example and not limitation, the following combinations:

- [0059]** BL
- [0060]** BL+SL0
- [0061]** BL+TL1
- [0062]** BL+TL1+TL2
- [0063]** BL+SL0+TL1+SL1
- [0064]** BL+SL0+TL1+SL1+TL2+SL2

These and other video layer combinations may ensure that the video quality is consistent in time. In some cases, it may be desirable to select the same number of spatial enhancement layers for all temporal layers so video quality is consistent in time.

[0065] As described more fully below, the encoder 200 specifies the maximum resolution in a sequence header within the compressed video bit stream 295 (FIG. 2). Coding the level of coding resolution in the sequence header of the video bit stream as compared to header information carried outside the bit stream, such as in header information of a container file format, or transmission carrier format, has the advantage that the maximum resolution is directly decodable by the video decoder. The maximum resolution does not have to be separately passed to the video decoder by the container file or transmission carrier decoder (e.g., channel decoder 152).

[0066] The encoder 200 further signals that a group of one or more pictures following an entry point in the video bit-stream is coded at a lower resolution using a defined flag or start code in the entry point header. In some embodiments, if the flag indicates a lower or higher coding resolution, the coded size may also be coded in the entry point header as well.

[0067] The compressed video bitstream 295 (FIG. 2) includes information for a sequence of compressed progressive video frames or other pictures (e.g., interlace frame or interlace field format pictures). The bitstream 295 is organized into several hierarchical layers that are decoded by a decoder such as the decoder 300 of FIG. 3. The highest layer is the sequence layer, which has information for the overall sequence of frames. Additionally, each compressed video frame is made up of data that is structured into three hierarchical layers: picture, macroblock, and block (from top to bottom). Alternative video implementations employing

the variable coding resolution technique can utilize other syntax structures having various different compositions of syntax elements.

[0068] Further, the compressed video bit stream can contain one or more entry points. Valid entry points in a bitstream are locations in an elementary bitstream from which a media processing system can decode or process the bitstream without the need of any preceding information (bits) in the bitstream. The entry point header (also called Group of Pictures header) typically contains critical decoder initialization information such as horizontal and vertical sizes of the video frames, required elementary stream buffer states and quantizer parameters, for example. Frames that can be decoded without reference to preceding frames are referred to as independent or key frames.

[0069] An entry point is signaled in a bitstream by an entry point indicator. The purpose of an entry point indicator is to signal the presence of a special location in a bitstream to begin or resume decoding, for example, where there is no dependency on past decoded video fields or frames to decode the video frame following immediately the entry point indicator. Entry point indicators and associated entry point structures can be inserted at regular or irregular intervals in a bitstream. Therefore, an encoder can adopt different policies to govern the insertion of entry point indicators in a bitstream. Typical behavior is to insert entry point indicators and structures at regular frame locations in a video bitstream, but some scenarios (e.g., error recovery or fast channel change) can alter the periodic nature of the entry point insertion. As an example, see Table 1 below for the structure of an entry point in a VC-1 video elementary stream, as follows:

TABLE 1

Entry-point layer bitstream for Advanced Profile		
ENTRYPPOINT LAYER() {	Number of bits	Descriptor
BROKEN_LINK	1	uimsbf
CLOSED_ENTRY	1	uimsbf
PANSCAN_FLAG	1	uimsbf
REFDIST_FLAG	1	uimsbf
LOOPFILTER	1	uimsbf
FASTUVMC	1	uimsbf
EXTENDED_MV	1	uimsbf
DQUANT	2	uimsbf
VSTRANSFORM	1	uimsbf
OVERLAP	1	uimsbf
QUANTIZER	2	uimsbf
if(HRD_PARAM_FLAG == 1) {		
HRD_FULLNESS()		
}		
CODED_SIZE_FLAG	1	uimsbf
if (CODED_SIZE_FLAG == 1) {		
CODED_WIDTH	12	uimsbf
CODED_HEIGHT	12	uimsbf
}		
if (EXTENDED_MV == 1) {		
EXTENDED_DMV	1	uimsbf
}		
RANGE_MAPY_FLAG	1	uimsbf
if (RANGE_MAPY_FLAG == 1) {		
RANGE_MAPY	3	uimsbf
}		
RANGE_MAPUV_FLAG	1	uimsbf
if (RANGE_MAPUV_FLAG == 1) {		
RANGE_MAPUV	3	uimsbf
}		

[0070] In various embodiments, the entry point indicators may be defined in accordance with a given standard, protocol or architecture. In some cases, the entry point indicators may be defined to extend a given standard, protocol or architecture. In the following Tables 1 and 2, various entry point indicators are defined as start code suffixes and their corresponding meanings suitable for bitstream segments embedded in a SMPTE 421M (VC-1) bitstream. The start codes should be uniquely identifiable, with different start codes for different video layers, such as a base layer and one or more enhancement layers. The start codes, however, may use similar structure identifiers between video layers to making parsing and identification easier. Examples of structure identifiers may include, but are not limited to, sequence headers, entry point headers, frame headers, field headers, slice headers, and so forth. Furthermore, start code emulation techniques may be utilized to reduce the possibility of start codes for a given video layer occurring randomly in the video stream.

[0071] Depending on a particular start code, a specific structure parser and decoder for each video layer may be invoked or launched to decode video information from the video stream. The specific structure parser and decoder may implement a specific set of decoder tools, such as reference frames needed, quantizers, rate control, motion compensation mode, and so forth appropriate for a given video layer. The embodiments are not limited in this context.

[0072] In various embodiments, the start code suffixes may be backward compatible with the current VC-1 bitstream, so legacy VC-1 decoders should be able to continue working even if the VC-1 bitstream includes such new segments. The start code suffixes may be used to extend and build upon the current format of a SMPTE 421M video bitstream to support scalable video representation.

TABLE 2

Start code Suffix	Meaning
0x00	SMPTE Reserved
0x01–0x09	SMPTE Reserved
0x0A	End-of-Sequence
0x0B	Slice
0x0C	Field
0x0D	Frame
0x0E	Entry-point Header
0x0F	Sequence Header
0x10–0x1A	SMPTE Reserved
0x1B	Slice Level User Data
0x1C	Field Level User Data
0x1D	Frame Level User Data
0x1E	Entry-point Level User Data
0x1F	Sequence Level User Data
0x20–0x7F	SMPTE Reserved
0x80–0xFF	Forbidden

[0073] The start code suffixes shown in Table 2 may be appended at the end of an 0x000001 3-byte sequence to make various start codes. Such start codes are integrated in the VC-1 bitstream to allow video decoders to determine what portion of the bitstream they are parsing. For example, a sequence start code announces the occurrence of a sequence header in the VC-1 bitstream. Occurrences of bit sequences looking like start codes could be eliminated through start code emulation prevention that breaks such sequences into several pieces of bitstream that no longer emulate a start code.

[0074] In various embodiments, adding bitstream fragments representing additional video layers is achieved by adding new start codes to identify and signal the presence of the enhancement layers fragments in the bitstream. For example, with the 2 spatial layers and 3 temporal layers illustrated in FIG. 4, one could assign the following suffixes to signal the various layer bitstream segments relative to the contents they carry, as shown in Table 3 as follows:

TABLE 3

Start Code Suffix	Meaning
0x00	SMPTE Reserved
0x01–0x09	SMPTE Reserved
0x0A	End-of-Sequence
0x0B	Slice
0x0C	Field
0x0D	Frame
0x0E	Entry-point Header
0x0F	Sequence Header
0x10–0x1A	SMPTE Reserved
0x1B	Slice Level User Data
0x1C	Field Level User Data
0x1D	Frame Level User Data
0x1E	Entry-point Level User Data
0x1F	Sequence Level User Data
0x20	Slice Level - SL0
0x21	Slice Level - TL1
0x22	Slice Level - SL1
0x23	Slice Level - TL2
0x24	Slice Level - SL2
0x30	Field Level - SL0
0x31	Field Level - TL1
0x32	Field Level - SL1
0x33	Field Level - TL2
0x34	Field Level - SL2
0x40	Frame Level - SL0
0x41	Frame Level - TL1
0x42	Frame Level - SL1
0x43	Frame Level - TL2
0x44	Frame Level - SL2
0x50	Entry Point Level - SL0
0x51	Entry Point Level - TL1
0x52	Entry Point Level - SL1
0x53	Entry Point Level - TL2
0x54	Entry Point Level - SL2
0x60	Sequence Level - SL0
0x61	Sequence Level - TL1
0x62	Sequence Level - SL1
0x63	Sequence Level - TL2
0x64	Sequence Level - SL2
0x80–0xFF	Forbidden

[0075] The insertion of the fragments should follow a set of defined scope rules. For example, sequence level SL0 information should follow sequence level BL information and so forth. This may be described in more detail with reference to FIGS. 5-8, where the original VC-1 bitstream is the BL layer of the video only, by way of example.

[0076] FIG. 5 is a syntax diagram for a video stream 500. FIG. 5 illustrates video stream 500 which represents a VC-1 bitstream having only video frames, meaning that the content is progressive video and not interlaced video. This is typical of various real time communication scenarios where video sources produce progressive video only, such as webcams and so forth.

[0077] As shown in FIG. 5, video stream 500 may comprise a first block containing a sequence start code and sequence header for a sequence of video frames. The second block may contain an entry point start code and an entry point header. The third block may contain a frame start code

and a frame header for a first video frame. The fourth block may contain the actual frame payload. The fifth block may contain the frame start code and frame header for a second video frame. This may continue for each frame within the sequence of frames for a given set of digital video content.

[0078] To implement multiple resolution coding using different video layers, one or more start codes from Table 2 and/or Table 3 may be inserted into the video stream **500** to indicate or delineate a BL video segment and enhancement layer (e.g., SL0, SL1, SL2, TL1, TL2, and so forth) video segments. The bottom arrows show the location where the additional sequence headers, entry point headers, frame headers and payloads relative to other video layers are inserted in the VC-1 BL bitstream.

[0079] FIG. 6 is a syntax diagram for a video stream **600**. FIG. 6 illustrates video stream **600** which represents a VC-1 bitstream similar to video stream **500**, except where every frame is encoded as a set of independent slices. Slice encoding is used for providing additional error resiliency in communication networks where packet loss is likely. With slice encoding, only a portion of the video frames gets affected by a packet loss as opposed to the whole frame. As shown in FIG. 6, various locations within video stream **600** for slice start codes and slice headers are indicated by the top arrows. The bottom arrows indicate locations where additional video layers may be inserted relative to the slice headers and slice payloads.

[0080] FIG. 7 is a syntax diagram for a video stream **700**. FIG. 7 illustrates video stream **700** which represents a VC-1 bitstream having interlaced video. In this case, a video frame is made of two video fields. The start codes, headers and video payloads of the scales relative to first field of the BL get inserted in the VC-1 bitstream before the start code and header of the second field of the BL. The start codes, headers and the video payloads of the scales relative to the second field of the BL get inserted in the VC-1 bitstream before the beginning of the next video frame.

[0081] FIG. 8 is a syntax diagram for a video stream **800**. FIG. 8 illustrates video stream **800** which represents a VC-1 bitstream similar to video stream **700**, except where every interlaced frame is encoded as a set of independent slices. The start codes, headers and video payloads of the slices pertaining to the additional video layers are shown by the arrows at the bottom of FIG. 8. The field header of the BL second field demarks the BL and any additional video layer data of the BL first field from the BL and any additional video layer data of the BL second field.

[0082] Operations for the above embodiments may be further described with reference to the following figures and accompanying examples. Some of the figures may include a logic flow. Although such figures presented herein may include a particular logic flow, it can be appreciated that the logic flow merely provides an example of how the general functionality as described herein can be implemented. Further, the given logic flow does not necessarily have to be executed in the order presented unless otherwise indicated. In addition, the given logic flow may be implemented by a hardware element, a software element executed by a processor, or any combination thereof. The embodiments are not limited in this context.

[0083] FIG. 9 illustrates one embodiment of a logic decoder flow **900**. Logic flow **900** may be representative of the operations executed by one or more embodiments described herein, such as the video capture and playback

system **100**, the video encoder **200** or the video decoder **300**. As shown in FIG. 9, a parser for the video decoder **300** monitors a video stream for a BL start code at diamond **902**. If the parser does not recognize a BL start code, it continues to loop through diamond **902** until one is recognized. Once the parser recognizes a BL start code, it acquires the header or header+payload associated with the start code at block **904**. Once this is done, the parser checks for the presence of start codes for additional video layers at diamond **906**. If the parser does not recognize any start codes for additional video layers within a given video stream or time period, control is passed to diamond **902**. If the parser does recognize a start code for an additional video layer at diamond **906**, it acquires the header or header+payload associated with the additional video layer at block **908**, and control is passed back to diamond **906**. The control loop between diamond **906** and block **908** continues for as many video layers as are being used in the given VC-1 bitstream. When a start code is recognized as no longer be one of an additional video scale at diamond **906**, the parser goes back and begins looking for a start code pertaining to the VC-1 base layer at diamond **902**.

[0084] FIG. 10 illustrates a block diagram of a first modified video capture and playback system **100**, modified where the video source/encoder **120** includes an encryption module **1002**, and multiple video players/decoders **150-1-p** each include a decryption module **1004**. The encryption module **1002** may be used to encrypt each video layer independently with a different encryption key. The encryption module **1002** may provide the encryption information **1012** (e.g., decryption keys and ciphers) for each video layer. The delivery of this information is either done in-band or by other external communication channels. Furthermore, the encryption information **1012** may be dynamic and vary over time to enhance security. As shown in FIG. 10, arrows **1006-1-q** may represent the base layer, arrows **1008-1-r** may represent the spatial enhancement layer, and arrows **1010-1-s** may represent the temporal enhancement layer. Based on the decryption information **1012** received from the encryption module **1002**, the decryption module **1004** for each receiver is able (or is not able) to decrypt each video layer. Availability of the decryption keys is usually tied to security policies or to rights granted by a subscription/purchase service. For example, the video player/decoder **150-2** is only capable of receiving and decrypting the base layer and the spatial enhancement layer of the video stream, while the video player/decoder **150-1** can decode the base layer only. Any attempt by a video player/decoder **150-1-p** to receive and decrypt a video layer that it is not authorized as represented by the dashed arrows will fail. In this manner, the video source/encoder **120** may send a lower resolution video stream and a higher resolution video stream attached to different service payments or access rights. For example, availability of a higher resolution video stream (e.g., for a video conference call) may be tied to the payment of a service premium.

[0085] FIG. 11 illustrates a block diagram of a second modified video capture and playback system **100**, modified where the video source/encoder **120** includes a digital rights management (DRM) server **1102**, and multiple video players/decoders **150-1-p** each include a DRM module **1104**. The DRM server **1102** may be used to assign each video layer a different set of digital rights. For implementations that include a multimedia conferencing router **1114**, each video

layer can be associated with a particular set of DRM guidelines or policies. Under the control of the DRM server **1102**, the multimedia conferencing router **1114** forwards video layers according to the rights that have been granted to each video player/decoder **150-1-p**. The DRM server **1102** may provide the DRM information **1112** for each video layer to video players/decoders **150-1-p**. As shown in FIG. **11**, arrows **1106-1-q** may represent the base layer, arrows **1108-1-r** may represent the spatial enhancement layer, and arrows **1110-1-s** may represent the temporal enhancement layer. Based on the DRM information **1112** received from the DRM server **1102**, the DRM module **1104** for each receiver is authorized (or is not authorized) to receive or access each video layer. Availability of the DRM information **1112** is usually tied to DRM policies. For example, the video player/decoder **150-2** is only capable of receiving and accessing the base layer and the spatial enhancement layer of the video stream, while the video player/decoder **150-1** can receive and access the base layer only. Any attempt by a video player/decoder **150-1-p** to receive and access a video layer that it is not authorized as represented by the dashed arrows will fail. The media router **1114** sends the video streams according to the DRM policies set for each video players/decoders **150-1-p**. The multiple coding resolutions provided by the video source/encoder **120** allows the control and management of diversity in the access rights that participants might have in a real time conference.

[0086] FIG. **12** illustrates a block diagram for a computing environment **1200**. Computing environment **1200** may represent a general system architecture suitable for implementing various embodiments. Computing environment **1200** may include multiple elements. An element may comprise any physical or logical structure arranged to perform certain operations. Each element may be implemented as hardware, software, or any combination thereof, as desired for a given set of design parameters or performance constraints. Examples of hardware elements may include devices, components, processors, microprocessors, circuits, circuit elements (e.g., transistors, resistors, capacitors, inductors, and so forth), integrated circuits, application specific integrated circuits (ASIC), programmable logic devices (PLD), digital signal processors (DSP), field programmable gate array (FPGA), memory units, logic gates, registers, semiconductor device, chips, microchips, chip sets, and so forth. Examples of software may include any software components, programs, applications, computer programs, application programs, system programs, machine programs, operating system software, middleware, firmware, software modules, routines, subroutines, functions, methods, interfaces, software interfaces, application program interfaces (API), instruction sets, computing code, computer code, code segments, computer code segments, words, values, symbols, software objects, or any combination thereof. Although computing device **1200** as shown in FIG. **1** has a limited number of elements in a certain topology, it may be appreciated that computing environment **1200** may include more or less elements in alternate topologies as desired for a given implementation. The embodiments are not limited in this context.

[0087] In various embodiments, computing environment **1200** may be implemented as part of a target device suitable for processing media information. Examples of target devices may include, but are not limited to, a computer, a computer system, a computer sub-system, a workstation, a

terminal, a server, a web server, a virtual server, a personal computer (PC), a desktop computer, a laptop computer, an ultra-laptop computer, a portable computer, a handheld computer, a personal digital assistant (PDA), a mobile computing device, a cellular telephone, a media device (e.g., audio device, video device, text device, and so forth), a media player, a media processing device, a media server, a home entertainment system, consumer electronics, a Digital Versatile Disk (DVD) device, a video home system (VHS) device, a digital VHS device, a personal video recorder, a gaming console, a Compact Disc (CD) player, a digital camera, a digital camcorder, a video surveillance system, a video conferencing system, a video telephone system, and any other electronic, electromechanical, or electrical device. The embodiments are not limited in this context.

[0088] When implemented as a media processing device, computing environment **1200** also may be arranged to operate in accordance with various standards and/or protocols for media processing. Examples of media processing standards include, without limitation, the SMPTE standard 421M (VC-1), VC-1 implemented for Real Time Communications, VC-1 implemented as WMV-9 and variants, Digital Video Broadcasting Terrestrial (DVB-T) broadcasting standard, the ITU/IEC H.263 standard, Video Coding for Low Bit rate Communication, ITU-T Recommendation H.263v3, published November 2000 and/or the ITU/IEC H.264 standard, Video Coding for Very Low Bit rate Communication, ITU-T Recommendation H.264, published May 2003, Motion Picture Experts Group (MPEG) standards (e.g., MPEG-1, MPEG-2, MPEG-4), and/or High performance radio Local Area Network (HiperLAN) standards. Examples of media processing protocols include, without limitation, Session Description Protocol (SDP), Real Time Streaming Protocol (RTSP), Real-time Transport Protocol (RTP), Synchronized Multimedia Integration Language (SMIL) protocol, MPEG-2 Transport and MPEG-2 Program streams, and/or Internet Streaming Media Alliance (ISMA) protocol. One implementation of the multiple resolution video encoding and decoding techniques as described herein may be incorporated in the Advanced Profile of the WIN-DOWS® MEDIA VIDEO version 9 (WMV-9) video codec distributed and licensed by Microsoft® Corporation of Redmond, Wash., USA, including subsequent revisions and variants, for example. The embodiments are not limited in this context.

[0089] With reference to FIG. **12**, the computing environment **1200** includes at least one processing unit **1210** and memory **1220**. In FIG. **12**, this most basic configuration **1230** is included within a dashed line. The processing unit **1210** may be any type of processor capable of executing software, such as a general-purpose processor, a dedicated processor, a media processor, a controller, a microcontroller, an embedded processor, a digital signal processor (DSP), and so forth. The processing unit **1210** executes computer-executable instructions and may be a real or a virtual processor. In a multi-processing system, multiple processing units execute computer-executable instructions to increase processing power. The memory **1220** may be implemented using any machine-readable or computer-readable media capable of storing data, including both volatile and non-volatile memory. For example, the memory **1220** may include read-only memory (ROM), random-access memory (RAM), dynamic RAM (DRAM), Double-Data-Rate DRAM (DDR), synchronous DRAM (SDRAM), static

RAM (SRAM), programmable ROM (PROM), erasable programmable ROM (EPROM), electrically erasable programmable ROM (EEPROM), flash memory, polymer memory such as ferroelectric polymer memory, ovonic memory, phase change or ferroelectric memory, silicon-oxide-nitride-oxide-silicon (SONOS) memory, magnetic or optical cards, or any other type of media suitable for storing information. In various embodiments, the memory 1220 stores software 1280 implementing scalable video encoding and/or decoding techniques.

[0090] A computing environment may have additional features. For example, the computing environment 1200 includes storage 1240, one or more input devices 1250, one or more output devices 1260, and one or more communication connections 1270. An interconnection mechanism such as a bus, controller, or network interconnects the components of the computing environment 1200. Typically, operating system software provides an operating environment for other software executing in the computing environment 1200, and coordinates activities of the components of the computing environment 1200.

[0091] The storage 1240 may be removable or non-removable, and includes magnetic disks, magnetic tapes or cassettes, Compact Disk Read Only Memory (CD-ROM), Compact Disk Recordable (CD-R), Compact Disk Rewritable (CD-RW), optical disk, magnetic media, magneto-optical media, removable memory cards or disks, various types of Digital Versatile Disk (DVD), or any other medium which can be used to store information and which can be accessed within the computing environment 1200. The storage 1240 stores instructions for the software 1280 implementing the multi-spatial resolution coding and/or decoding techniques.

[0092] The input device(s) 1250 may be a touch input device such as a keyboard, mouse, pen, or trackball, a voice input device, a scanning device, network adapter, or another device that provides input to the computing environment 1200. For video, the input device(s) 1250 may be a TV tuner card, webcam or camera video interface, or similar device that accepts video input in analog or digital form, or a CD-ROM/DVD reader that provides video input to the computing environment. The output device(s) 1260 may be a display, projector, printer, speaker, CD/DVD-writer, network adapter, or another device that provides output from the computing environment 1200.

[0093] In various embodiments, computing environment 1200 may further include one or more communications connections 1270 that allow computing environment 1200 to communicate with other devices via communications media 1290. Communications connections 1270 may include various types of standard communication elements, such as one or more communications interfaces, network interfaces, network interface cards (NIC), radios, wireless transmitters/receivers (transceivers), wired and/or wireless communication media, physical connectors, and so forth. Communications media 1290 typically embodies computer readable instructions, data structures, program modules or other data in a modulated data signal such as a carrier wave or other transport mechanism and includes any information delivery media. The term "modulated data signal" means a signal that has one or more of its characteristics set or changed in such a manner as to encode information in the signal. By way of example, and not limitation, communication media 1290 includes wired communications media

and wireless communications media. Examples of wired communications media may include a wire, cable, metal leads, printed circuit boards (PCB), backplanes, switch fabrics, semiconductor material, twisted-pair wire, co-axial cable, fiber optics, a propagated signal, and so forth. Examples of wireless communications media may include acoustic, radio-frequency (RF) spectrum, infrared and other wireless media. The terms machine-readable media and computer-readable media as used herein are meant to include, by way of example and not limitation, memory 1220, storage 1240, communications media 1290, and combinations of any of the above.

[0094] Some embodiments can be described in the general context of computer-executable instructions, such as those included in program modules, being executed in a computing environment on a target real or virtual processor. Generally, program modules include routines, programs, libraries, objects, classes, components, data structures, and so forth that perform particular tasks or implement particular abstract data types. The functionality of the program modules may be combined or split between program modules as desired in various embodiments. Computer-executable instructions for program modules may be executed within a local or distributed computing environment.

[0095] Numerous specific details have been set forth herein to provide a thorough understanding of the embodiments. It will be understood by those skilled in the art, however, that the embodiments may be practiced without these specific details. In other instances, well-known operations, components and circuits have not been described in detail so as not to obscure the embodiments. It can be appreciated that the specific structural and functional details disclosed herein may be representative and do not necessarily limit the scope of the embodiments.

[0096] It is also worthy to note that any reference to "one embodiment" or "an embodiment" means that a particular feature, structure, or characteristic described in connection with the embodiment is included in at least one embodiment. The appearances of the phrase "in one embodiment" in various places in the specification are not necessarily all referring to the same embodiment.

[0097] Some embodiments may be described using the expression "coupled" and "connected" along with their derivatives. It should be understood that these terms are not intended as synonyms for each other. For example, some embodiments may be described using the term "connected" to indicate that two or more elements are in direct physical or electrical contact with each other. In another example, some embodiments may be described using the term "coupled" to indicate that two or more elements are in direct physical or electrical contact. The term "coupled," however, may also mean that two or more elements are not in direct contact with each other, but yet still co-operate or interact with each other. The embodiments are not limited in this context.

[0098] Some embodiments may be implemented, for example, using a machine-readable medium or article which may store an instruction or a set of instructions that, if executed by a machine, may cause the machine to perform a method and/or operations in accordance with the embodiments. Such a machine may include, for example, any suitable processing platform, computing platform, computing device, computing device, computing system, processing system, computer, processor, or the like, and may be

implemented using any suitable combination of hardware and/or software. The machine-readable medium or article may include, for example, any suitable type of memory unit, memory device, memory article, memory medium, storage device, storage article, storage medium and/or storage unit, for example, memory, removable or non-removable media, erasable or non-erasable media, writeable or re-writable media, digital or analog media, hard disk, floppy disk, CD-ROM, CD-R, CD-RW, optical disk, magnetic media, magneto-optical media, removable memory cards or disks, various types of DVD, a tape, a cassette, or the like.

[0099] Although the subject matter has been described in language specific to structural features and/or methodological acts, it is to be understood that the subject matter defined in the appended claims is not necessarily limited to the specific features or acts described above. Rather, the specific features and acts described above are disclosed as example forms of implementing the claims.

1. A method, comprising:
receiving video information; and
encoding said video information into a video stream with different video layers including a base layer and an enhancement layer, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.
2. The method of claim 1, comprising encoding video information into said video stream as a first temporal enhancement layer at a second level of temporal resolution.
3. The method of claim 2, comprising encoding video information into said video stream as a second temporal enhancement layer at a third level of temporal resolution.
4. The method of claim 1, comprising encoding video information into said video stream as a first spatial enhancement layer at a second level of spatial resolution.
5. The method of claim 2, comprising encoding video information into said video stream as a second spatial enhancement layer at a second level of spatial resolution.
6. The method of claim 3, comprising encoding video information into said video stream as a third spatial enhancement layer at a second level of spatial resolution.
7. The method of claim 1, comprising inserting a uniquely identifiable start code to indicate a start point in said video stream for said enhancement layer.
8. The method of claim 1, comprising inserting a uniquely identifiable start code to indicate a start point in said video stream for said enhancement layer while preventing said uniquely identifiable start code occurring randomly at other locations in said video stream.
9. The method of claim 1, comprising associating structure identifiers for said enhancement layer similar to those structure identifiers for said base layer.
10. The method of claim 1, comprising multiplexing various structure identifiers and payloads for said enhancement layer with various structure identifiers and payloads for said base layer.
11. The method of claim 1, comprising encrypting each video layer with a different encryption key.
12. The method of claim 1, comprising assigning each video layer a different set of digital rights.

13. A method, comprising:
receiving an encoded video stream; and
decoding video information from different video layers including a base layer and an enhancement layer of said encoded video stream, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.
14. The method of claim 13, comprising decoding video information from a first temporal enhancement layer at a second level of temporal resolution.
15. The method of claim 13, comprising decoding video information from a second temporal enhancement layer at a third level of temporal resolution.
16. The method of claim 13, comprising decoding video information from a first spatial enhancement layer at a second level of spatial resolution.
17. The method of claim 13, comprising decoding video information from a second spatial enhancement layer at a second level of spatial resolution.
18. The method of claim 13, comprising decoding video information from a third spatial enhancement layer at a second level of spatial resolution.
19. The method of claim 13, comprising:
parsing said video stream; and
retrieving a start code to indicate a start point in said video stream for said enhancement layer.
20. The method of claim 13, comprising invoking a specific structure parser and decoder for said enhancement layer based on a value for an enhancement layer start code.
21. The method of claim 13, comprising recognizing a start code associated with said enhancement layer to invoke a set of decoding tools for said enhancement layer.
22. The method of claim 13, comprising decrypting each video layer with a different encryption key.
23. The method of claim 13, comprising:
retrieving a different set of digital rights for each video layer; and
controlling access to video information from each video layer in accordance with each set of digital rights.
24. The method of claim 13, comprising combining video information decoded from said base layer with video information decoded from said enhancement layer to increase said first level of spatial resolution or said first level of temporal resolution.
25. The method of claim 13, comprising reproducing video information from said base layer and video information from said enhancement layer to increase said first level of spatial resolution or said first level of temporal resolution on a display.
26. An apparatus comprising a video encoder to encode video information into a video stream with a base layer and an enhancement layer, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.
27. The apparatus of claim 26, said video encoder to encode video information into said video stream as a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution.
28. The apparatus of claim 26, said video encoder to encode video information into said video stream as a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, a second level of temporal resolution, or a third level of temporal resolution.

29. The apparatus of claim 26, said video encoder to encode video information into said video stream as a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution, and a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, said second level of temporal resolution, or said third level of temporal resolution.

30. The apparatus of claim 26, comprising an encryption module coupled to said video encoder, said encryption module to encrypt each layer with a different encryption key.

31. The apparatus of claim 26, comprising a digital rights management module coupled to said video encoder, said digital rights management module to assign each layer a different set of digital rights.

32. An apparatus comprising a video decoder to decode video information from a base layer and an enhancement layer of an encoded video stream, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.

33. The apparatus of claim 32, said video decoder to decode video information from a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution.

34. The apparatus of claim 32, said video decoder to decode video information from a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, a second level of temporal resolution, or a third level of temporal resolution.

35. The apparatus of claim 32, said video decoder to decode video information from a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution, and a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, said second level of temporal resolution, or said third level of temporal resolution.

36. The apparatus of claim 32, comprising a decryption module coupled to said video decoder, said decryption module to decrypt each layer with a different decryption key.

37. The apparatus of claim 32, comprising associating and invoking a decryption technique with the occurrence of any start codes associated with a specified spatial or temporal layer.

38. The apparatus of claim 32, comprising a digital rights management module coupled to said video decoder, said digital rights management module to control access to video information from each layer using a different set of digital rights assigned to each layer.

39. The apparatus of claim 32, comprising a video combiner coupled to said video decoder, said video combiner to combine video information decoded from said base layer with video information decoded from said enhancement layer to increase said first level of spatial resolution or said first level of temporal resolution.

40. The apparatus of claim 32, comprising a display device coupled to said video decoder, said display device to display video information from said base layer and video information from said enhancement layer to increase said first level of spatial resolution or said first level of temporal resolution on a display.

41. An article comprising a machine-readable storage medium containing instructions that if executed enable a system to:

receive video information; and

encode said video information with different video layers multiplexed into a single video stream including a base layer and an enhancement layer, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.

42. The article of claim 41, further comprising instructions that if executed enable the system to encode video information into said video stream as a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution.

43. The article of claim 41, further comprising instructions that if executed enable the system to encode video information into said video stream as a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, a second level of temporal resolution, or a third level of temporal resolution.

44. The article of claim 41, further comprising instructions that if executed enable the system to encode video information into said video stream as a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution, and a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, said second level of temporal resolution, or said third level of temporal resolution.

45. The article of claim 41, further comprising instructions that if executed enable the system to encrypt each video layer with a different encryption key.

46. The article of claim 41, further comprising instructions that if executed enable the system to assign each video layer a different set of digital access rights.

47. An article comprising a machine-readable storage medium containing instructions that if executed enable a system to:

receive an encoded video stream; and

decode video information from different video layers including a base layer and an enhancement layer of said encoded video stream, said base layer having a first level of spatial resolution and a first level of temporal resolution, and said enhancement layer increasing said first level of spatial resolution or said first level of temporal resolution.

48. The article of claim 47, further comprising instructions that if executed enable the system to decode video information from a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution.

49. The article of claim 47, further comprising instructions that if executed enable the system to decode video information from a spatial enhancement layer at a second level of spatial resolution and said first level of temporal resolution, a second level of temporal resolution, or a third level of temporal resolution.

50. The article of claim 47, further comprising instructions that if executed enable the system to decode video information from a temporal enhancement layer at a second level of temporal resolution or a third level of temporal resolution, and a spatial enhancement layer at a second level

of spatial resolution and said first level of temporal resolution, said second level of temporal resolution, or said third level of temporal resolution.

51. The article of claim **47**, further comprising instructions that if executed enable the system to decrypt each video layer with a different decryption key.

52. The article of claim **47**, further comprising instructions that if executed enable the system to control access to video information from each video layer using a different set of digital rights assigned to each video layer.

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