

Revision History

Rev.	Date	Author	Description
0.1	03/29/02	Richard Herveille	First Draft

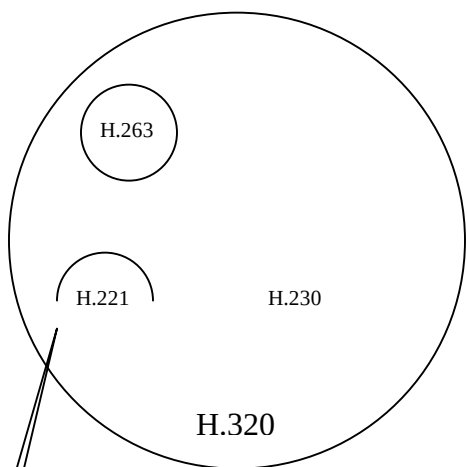
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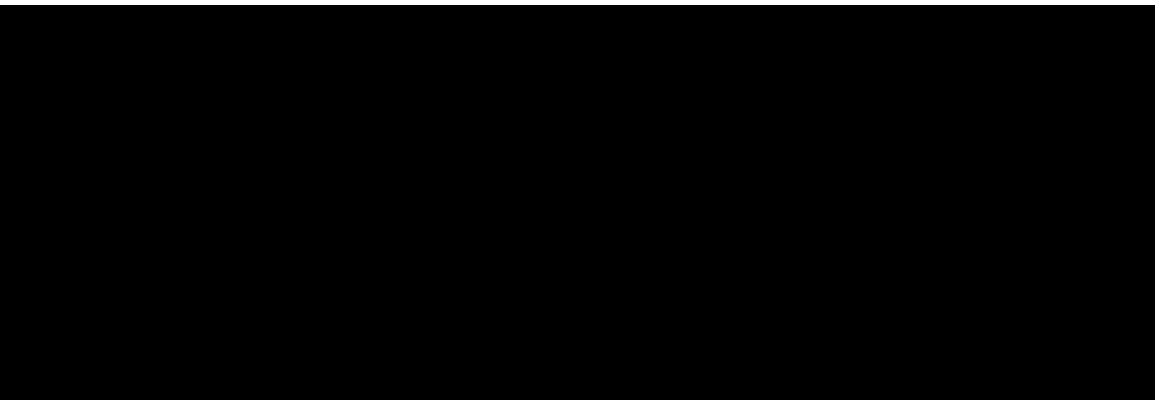
Introduction

The Video Compression Systems group designs and maintains a collection of free Intellectual Property (IP) cores. Each IP core is either a fundamental building block, like a Discrete Cosine Transform or a Motion Estimator, or a complete compression unit as described by ISO and/or ITU standards.

The system integrator can combine multiple IP cores into a complete compression system, see the examples below.



Each circle represents a fundamental building block or a standard. A complete compression system standard is made up out of many sub-standards. Each standard can contain many building blocks. For example, the audio-layer for the H.310 video conferencing system standard uses G.711, G.722, G.728, and MPEG audio encoding standards. The MPEG audio standard describes three sub-standards called layer1, layer2, and layer3. MPEG-audio Layer3 is what is commonly referred to as MPEG3 (MP3).



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Multiplexing